Polyhedron®

NEWSZINE

NOVEMBER

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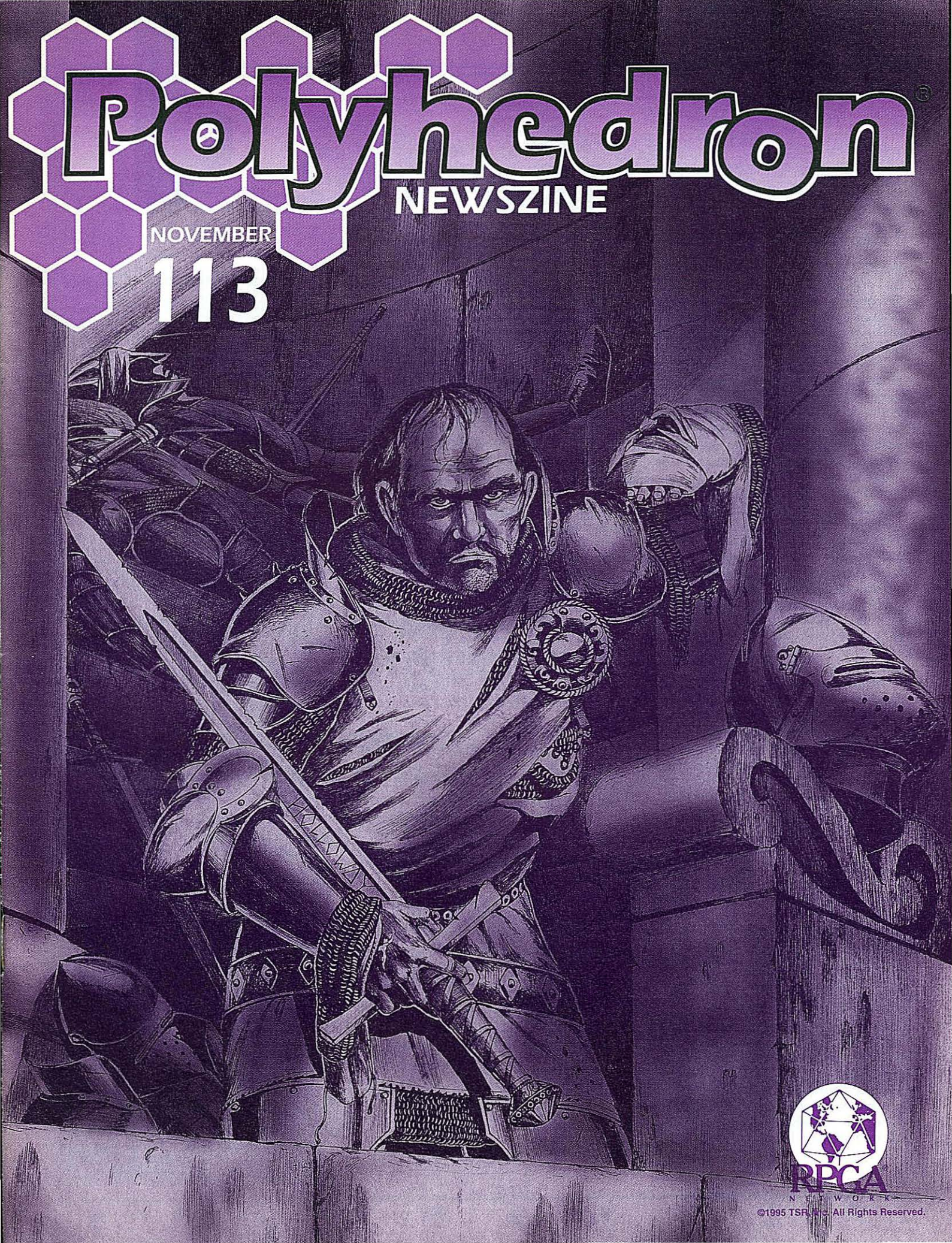

RPGA NETWORK

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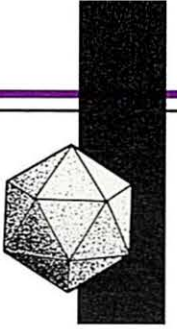

Notes from HQ

The gamer's Network

We like to think that the Network is a fine organization to belong to whether you attend conventions or not, but in looking at our programs, which we have recently done, we realize that the member who stays at home does not get as much out of the Network as does a member who likes to attend conventions. All members receive POLYHEDRON® Newszine, but the other benefits, such as tournaments, points, Living settings, and prizes, are all reserved for the member who attends conventions.

This isn't exactly fair, so we are working to change it as quickly as we can. The first change is visible in this issue: the return of adventures. We believe that one thing members want is campaign support. To that end, the adventure has been adapted so that it can fit into campaigns with little modification. Player characters are provided so that DMs who need to fill a night with a one-shot event can use it too. Adventures will run quarterly.

There is certainly more that we can do for the members who do not attend conventions. We would love suggestions, especially from those people we are trying to benefit. If you are a member who attends fewer than three conventions a year, we want to know what you would like from the Network. If your ideas are practical, we will do our best to implement them.

Tournament News

In this issue, you will find the list of active LIVING CITY™ and LIVING JUNGLE™ tournaments. In the next few issues, other active tournaments will be listed. By the WINTER FANTASY™ convention, you should have the entire list. We hope this removes some of the mystery of the tournament request process. If a tournament that you know (or wrote) is not on the list, it has probably been retired. We generally retire tournaments that are over two years old. In the future, some of the best will come back as "Classic Tournaments," when there are new members who have not yet enjoyed them. You can check on an event's status by sending a letter or email to HQ.

LIVING CITY News

Change is unsettling, but you will always find advance notice of important changes here. Also, look for campaign news in the *Trumpeter*, and Rules Updates in LIVING CITY *Rulebook*.

* Starting January 1st, 1996, all LIVING CITY tournament tables will be limited to six players. We hope this eases the burden on authors and judges, and allows players to do more during play.

* As of 06:00:00 CDT on August 8th, 1996, players must present certificates for all magic items in their character's possession. No exceptions. All tournaments, even the old ones, now have certificates. If your PC has magic items without certificates, you may:

a. Use them up.

b. Give them away.

c. Trade them. Look for Navarre, Magic Trader, at conventions beginning in January. Scheduled so far: Constitution (Jan, VA), the WINTER FANTASY convention (Feb, WI), Genghis Con (Feb, CO), ConnCon (Mar, CT), and Con-Troll (April, TX). Trading only; no cash transactions.

d. HQ will make certificates for 50¢ each for permanent items only. There is a total limit of 20 items per character, and a limit of six +1 items. Send a copy of your character to Network HQ with a cover letter explaining which magic items you want certificates for. You must name the tournament where you acquired the items, and the conditions under which they were acquired.

* Conventions have, in the past, made magic item certificates for LC items in tournaments. This is no longer necessary. Conventions are not authorized to make certificates without written permission from Network HQ. Judges should not honor items with certificates that do not contain the Raven logo, which signifies that it has been approved by the RPGA® Network.

Until next time, go carefully...

Proposed Policy Changes

We are considering the following changes to Network policy, and would like your input. Send us your opinion by December 15th, 1995. We will only consider opinion expressed in writing or through email.

1. There should be a one-month restriction on the use of newly sanctioned events. Meaning, if an event is sanctioned for a convention, it should not run at any other convention for one month following the premier. For example, the 1996 GEN CON® tournaments would not run at any convention until after Sept. 8th, 1996. We hope, by doing this, to increase the value of new events. Exceptions will be made only at the discretion of Network HQ.

2. A tournament should be defined as "new" for a period of three months following its premiere.

3. The number of Network tournaments a convention can request should change as follows:

- The total number of Network events that a convention can request is still four per day of the convention. A four-day con can request 16 total events.
- A convention can request two tournaments from any Living setting per day of the convention. One of the two may be a new event. A four-day con can request 8 LC, 8 LJ, and/or 8 VS tournaments.
- A convention can request two new tournaments per day of the convention. They may be submitted or within the three-month window. A four day convention can request or submit eight new events, four of which may be in any given Living setting.

Exceptions to this policy may be made for conventions with large attendance and a history of running all new events. These must be arranged in advance.

The limitation on total submitted events is intended to keep the editorial workload to a manageable size. The limitations on Living setting events will help us fill the demand for these events with the available library.

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Forgotten Deities

Shiallia

by Eric Boyd

Power: Lesser (Silverymoon, High Forest only)
Plane: Twin Paradises
AoC: Glades, woodland fertility, the High Forest, korreds
Align: NG
WAL: G
Symbol: A golden acorn
Sex: Female

"Sister Goddess, Dancer in the Glades, Daughter of the High Forest"

Shiallia appears as a voluptuously beautiful female korred whose long blond hair is festooned with garlands of oak leaves and golden acorns. She is said to be a sister or daughter to the Tree Ghost (collective forest spirit) of the High Forest and is an ally of Silvanus and Mielikki. Some speculate she is the daughter of Tapann, Lord of the Korreds.

Shiallia's Priests
The worship of Shiallia is limited to the proximity of the High Forest. Shiallia has few actual clergy, but many forest creatures venerate her name. Since the Time of Troubles, a few specialty priests have come to her calling, particularly in the southern reaches of the high forest. Her priests are usually female, and may be human, elven, half-elven, halfing, or korred. In many ways her clergy are similar to druids, but their focus is oriented more towards fertility.

AB Chr 15*, **AL** NG; **WP** staff, net; **AR** nonmetal; **RA** simple robes of brown and green, long hair festooned with garlands of oak leaves and golden acorns; **SP** All, Animal, Divination*, Elemental, Healing, Plant, Sun, Weather; **SPL** nil; **PW** 1) bonus NWPs dancing and herbalism, 1) lay hands (P1), 5) plant growth (P3), 9) call woodland beings 3/day (P4); **TU** nil; **QS** abundance, health blessing, robe of healing, or acorns of desire (bestowed on favored worshippers, grant powers of limited wish or wish). ❑

Jungle Tales

Servant of Fire Mountain

Many children gathered around the campfire where Big Chief Bagoomba waited for them. The chief was well known throughout the jungle for his ability to tell tales, and the children of his tribe loved hearing his stories of bravery and adventure.

"Come closer, young ones. Tonight I have a special tale for you. This is the story of how a hero sacrificed himself to save the whole jungle from the gods of Fire Mountain. Many moons ago the great peak of Fire Mountain erupted, raining fire and death upon the Council of Tribes held in our village. A flaming spirit appeared and said that the tribute had not been sent according to the gods' demands, and restitution must be made. Naturally I was shocked, as the time of the tribute had not yet come. To save my people I looked about for brave heroes to carry the tribute to the mountain. The tribe of Bu, a minor clan of saru known for dealing with threats by appeasing invaders, offered their services. I would not normally have chosen them, preferring braver warriors, but in my wisdom I saw that their special talents would be of use in this case. Entrusting them with a Staff of the Ancients, I set them on their way.

"Reaching the mountain, the heroes had little trouble climbing to the plateau of the gods. There, they waited with great hope as well as a nervousness bordering on fear. How could they face a God of Fire Mountain and live?

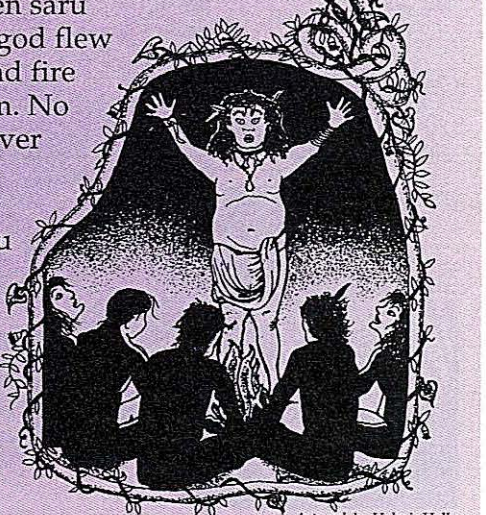
"When the great spirit descended from the sky, it filled them all with terror. Taller than a tree, and formed of living flame, it appeared as a bringer of doom. All of the heroes immediately knelt and pressed foreheads to the ground in a show of respect. All but one, that is. Boo Two, a saru of little courage, could not withstand the sight of the great god. His eyes rolled and he landed flat on his back, his will unable to hold up under the gaze of the divine spirit.

"'Is this how the great chieftain intends to show his respect?'" thundered the god. The remaining heroes knew they must act quickly, or the land surely faced destruction by the angry god. The leader of the heroes, Boo Dos, found the courage to speak. 'No lack of respect is intended, Great One,' Boo Dos stammered. 'My tribesman was overcome by your presence,' he said while two other tribesmen, Boo Tue and Boo Deux, propped the terror-stricken Boo Two up to a sitting position. Meanwhile, the tribe's shu shaman, Boo Da, held his head in a respectful position.

"'I am not amused by this!' thundered the fiery god. Realizing that an offering of even more than the sacred staff was required, Boo Dos did the only thing he could. 'He is unable to speak, great one, as his fondest wish, his heart's desire, his life's quest, is to serve you for the next thousand moons. He has lived his whole life for this moment, and now that it is here, he is overwhelmed. Show mercy on him, and accept his service as a small token of the respect of those present and of the tribe of Big Chief Bagoomba.'

"'Is this so?' roared the great spirit. Boo Two nodded rapidly, helped by the small Boo Da who was standing behind him. 'So be it,' he said, and gathered the sacred Staff of the Ancients in one fiery hand. Draping the still terror-stricken saru over a shoulder, the god flew off into the smoke and fire of the great mountain. No one in the land has ever seen Boo Two since.

"Thus was born the legend of the saru who serves the gods of Fire Mountain. As any tribesman of the tribe of Bu will tell you, Boo Two serves the god to this day."



Artwork by Valerie Vallese

Raft Dwellers

The Zantira Tribe: A 1995 Decathlon Winner

by Sherrie Miller and John Richardson

We received many entries in the tribes of the LIVING JUNGLE™ category of the 1995 Decathlon. It was difficult to choose a winner, but ARC Fellowship's Zantira tribe was the best of the bunch. This tribe is henchforth an official part of the LJ campaign, and member players may create characters who are Zantira.

Malatra's better known Nubari tribes have settled near Fire Mountain, at the edge of the Rayana Savanna and especially along the River of Laughing Idols. Much of the land near the mysterious borders of Malatra is considered dangerous, taboo, or both. One area of such trepidation is the land engulfed by the mists of Sleepy Lake and Dreaming River. The area shrouded by the mists are taboo to all Nubari and most other inhabitants of Malatra. Even the Zantira, who live upon the waters of Sleepy Lake, fear the mists.

The People

Members of the Zantira tribe live on Sleepy Lake far down river from the xenophobic Huroola tribe. The Zantira, or "raft dwellers", fashion their floating homes from bamboo, reeds, grass, fish bones, sticks and other readily available materials. There are approximately 250 Zantira, divided into 12 separate family-group villages. These villages are tied approximately 100-200 feet off the shores of Sleepy Lake and are thatched together by intricate floating bridges. Zantirans travel to and from shore on small rafts made from the same material as their homes.

The Zantira are small people, rarely exceeding 5'6" in height or 150 pounds in weight. Since they make their homes upon the water, families tend to be small in number. Zantirans will rarely have more than two children. It is considered a great insult to be called "the third one", because the phrase implies the child was unwanted and most likely a mistake. In the event a son is not born, the second daughter often is sent to live with other relatives or with a family whose children are grown. This is especially the case with more prestigious families.

The Zantira have very dark skin, for there is no shade from the blazing Malatran sun upon the lake. Due to the extreme heat and lack of shade, Zantira villagers wear scant, woven clothing. The men of the tribe wear necklaces made of crocodile teeth, representing successful hunting expeditions. Zantira women often weave tiny fish bones in their hair as a form of decoration. Both males and females use a green dye extracted from a local plant to color their skin during tribal water ceremonies.

The Customs

Water ceremonies are an intricate part of the Zantiran lifestyle. Before each sunset the families will gather on the center raft and give thanks to the water spirits for providing food and protection. The Zantira believe that as long as they live on the water, they will be protected by these water spirits. The Zantira maintain that each night the water spirits guard the rafts and ward off both the evil black leopard katanga, who hunt the shores and shallows of Sleepy Lake, and the swimming garuda who occasionally approach the water villages. In ancient times, the Zantira lived on the land near Sleepy Lake, but the villages were constantly ravaged by the merciless black leopard katanga. As Zantira witch doctors have recounted for generations, on the night of the most savage attack of the black leopards, a great watery form rose from Sleepy Lake and engulfed the evil katanga. The water spirit spoke to the Zantira and offered them protection from their enemies. The water spirit, known as Jung'r'na, told the people to fashion floating homes, and they would be safe upon the water. To this day, Zantira can only rest peacefully upon the water.

The Zantira believe that the water spirits protect their floating homes from drifting into the dangerous mists. Though they live near the perpetual mists of Sleepy Lake and Dreaming

River, no Zantira has ever ventured into the unknown fog and returned to tell about it. In addition, even though Sleepy Lake has a large crocodile population, the Zantira are not menaced by the creatures. The crocodiles will not come onto the rafts. Most Zantiran villagers believe the water spirits keep the crocodiles at bay. Some of the more "progressive" Zantirans believe the friendly caiman katanga that live in Sleepy Lake keep the crocodiles from disturbing the villages. Of course, this belief is never pronounced publicly for fear of upsetting the water spirits. Other compromise and believe that the water spirits have instructed to caiman katanga to control the crocodiles.

The Culture

Despite the protection offered by the water spirits, the Zantira still train their strongest for battle. In the event of war, the Zantira will travel to shore to prevent the enemy from invading their homes. Because they choose to fight on soil, their training rituals take place on solid ground, so the warriors can become accustomed to their "land-legs". Their weapon of choice is the javelin. Zantirans prefer the range advantages of the javelin, in the event they must attack from their rafts. Additionally, Zantiran women often train with the bow in the event a raiding party tries to cross the water to their homes. Male Zantiran adventurers gain the javelin proficiency at no cost, and female Zantiran adventurers gain the short bow proficiency at no cost.

The Zantira are hunter-gatherers. The women and children of the tribe forage for the numerous plants that grow either on the edge of the lake or under the water, while the men hunt crocodiles, turtles, and frogs. The root of one of the plants they gather, the Shameo Water Lily, is ground to extract the juice, which is then fermented to provide Shameo, a colorless, bitter, alcoholic beverage. Zantiran men hunt the plentiful crocodiles using lassos and javelins. They are careful not to confuse the crocodiles they hunt with the small population of caiman katange the inhabit Sleepy Lake. The most skillful hunters take pride in their use of knives, rather than javelins, to kill the crocodiles. The best crocodile skins are made into armor (hide armor, AC 6, weight 30) and along with Shameo, comprise the tribe's main trade items.

Zantiran spearfishers prowl Sleepy Lake for the dangerous S'repic fish. These flesh-eating fish are sought for their tasty meat and their large, shiny, silver scales, which the Zantira use to ornament their bodies and clothing. S'repic are long, slender fish, often reaching lengths of four feet. They sometimes dwell under the Zantira rafts, hoping to catch morsels of fallen food or, as legend has it, unfortunate children. Woe to the bad Zantiran child who must endure stories of the monster under the raft.

Zantira are so accustomed to life upon the lake, they are unable to sleep unless water is beneath them. In rare instances, some Zantira will wake during their fifteenth year of life to discover that they can no longer find rest upon the water. These Zantira, called Goval or "travelers," are destined to walk the land of Malatra for no less than ten years in search of rest. Despite their reluctance to leave the comfort and safety of the village, the Zantira Goval learn many useful skills while traveling, often becoming witch doctors, wizards, or warriors of great power. If they survive, some time after their twenty-fifth year a time of sleeplessness will again occur, and the Goval must return to the lake to find rest. Upon returning, they are referred to as Goval'Ma, or "true travelers" and are hailed as leaders.

The Leader

The current chief is Manyuk V'Domo, a Goval'Ma witch doctor of great power and vision. V'Domo returned from his travels sixteen years ago, at the age forty. During his travels he learned much about the other tribes of Malatra and forged a friendship with The Wise Ones of the savanna. V'Domo brought the peaceful ways of The Wise Ones back to the Zantira raft villages. Through his guidance, the Zantira have become a unified tribe. V'Domo has decreed that during the vernal equinox, all Zantira must come together in the middle of Sleepy Lake to trade, perform sacred water rituals, arrange marriages, and settle any disputes between families. Most inter-tribal conflict has ceased as a result of this yearly gathering.

Because the Zantira live such a great distance from the other tribes, many Nubari do not understand their love of and reliance upon the waters of Sleepy Lake. This does not prevent the Zantira from trading their wares or adventuring to other villages. The Zantira hold no ill will toward any of the other Nubari tribes, and they will freely associate with them.

❑

The Hungry Spirit of Fire Mountain

The "Ruins of the Ancients" Contest Winner

by Ed Gibson

We received many wonderful submissions for the "Ruins of the Ancients" contest announced in issue #102 of the Newszine. The best of these was Ed Gibson's story about an ancient pit, and the legends surrounding it. We hope you enjoy it as much as we did.

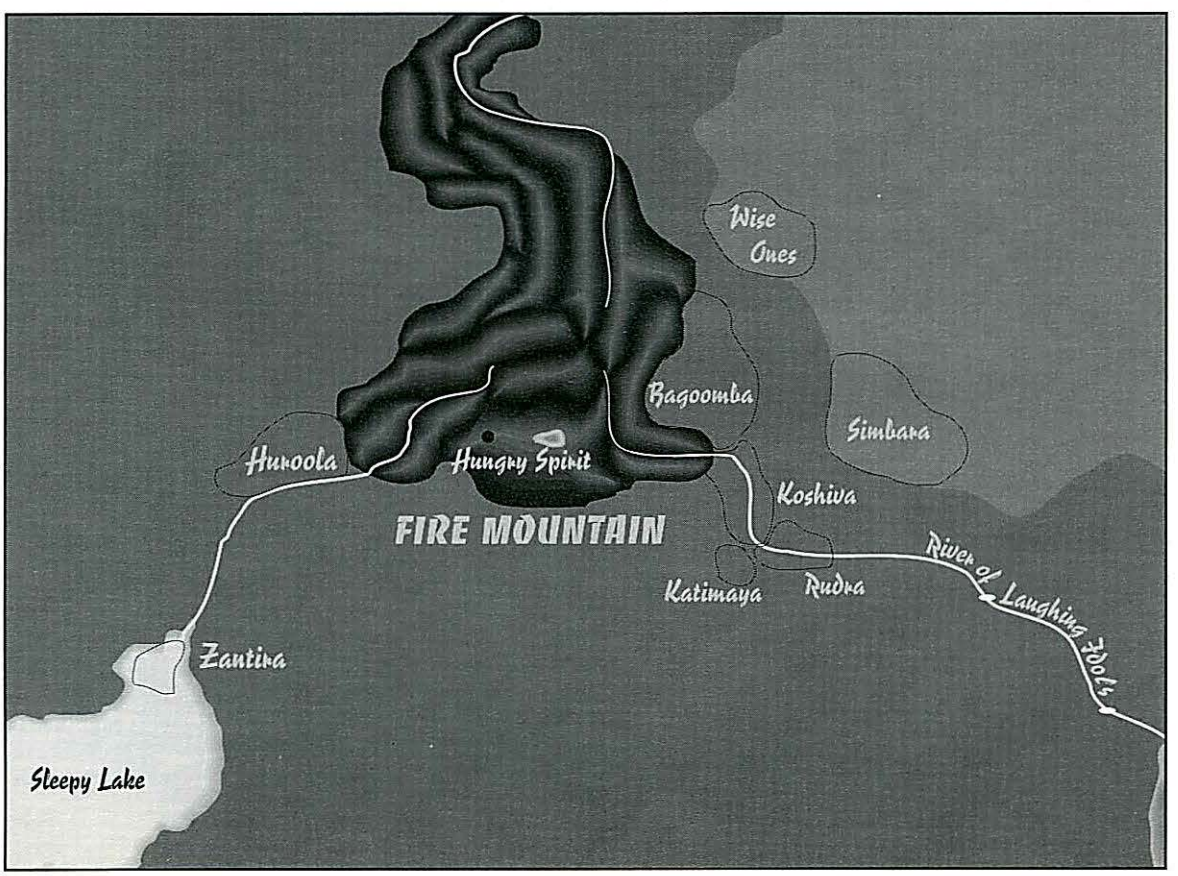
S'yth Kyanna was worried: leopard katanga raids and the sleeping death had claimed the lives of many villagers - would the tribe's offerings be sufficient to satisfy the spirit? If the god was unhappy, he might punish both Latanya village and the entire Huroola tribe. The fate of the village was in her hands, as it had been ever since the day that she became elder speaker.

S'yth led the villagers along the Dreaming River to the sacred place high upon the weathered flank of Fire Mountain. The men climbed slowly, straining under baskets piled high with pots, wooden carvings, food, and other offerings. Their sweat streaked the red mud that covered their faces and hands. The face and hands of every villager were covered with the same red mud for this ceremony, including the infants that several of the women warriors cradled in their left arms, even while wielding a spear with their right hands. Under different circumstances, the view of the lush green plains and winding blue river would have been spectacular, but today the women watched only the surrounding jungle, alert for any threat, while the men concentrated on the rough terrain beneath their feet.

Latanya village had the duty of presenting an offering on behalf of the entire Huroola tribe when the akaydis berries ripened. Likewise, each of the other Huroola villages presented offerings to the spirit in response to a tradition which was developed generations ago, back in the dark times when men were allowed to bear spears.

Many generations ago, a village failed to make the offering. The spirit was angered and sent rivers of fire to destroy the offending village. The other villages sent their bravest men and women to make the offering, hoping to save the Huroola tribe. Although dozens died while crossing the rivers of fire, the offering was made, and the spirit was appeased. The negligent village was razed, and the survivors were driven from the Huroola lands.

Finally, the procession of villagers reached the clearing where the hungry spirit waited for their offering. As the villagers stepped into the clearing, the spirit's eyes opened; they shone so brightly that the villagers were forced to shield their eyes. The body of the spirit was buried within the mountain, but his head was as tall as four warriors, and as wide as three leaps of a tiger. His mouth was as big as a small hut, but he had no teeth. The bottom of the clearing was covered with stones which had been placed so carefully that no grass grew in the clearing. The men



stepped aside as the elder speaker approached the spirit's mouth.

S'yth Kyanna spoke "Hungry one, our village has come to feed you. Please accept our offering on behalf of all Huroola and do not unleash your rivers of fire upon our land. I, S'yth Kyanna, elder speaker of Latanya village beseech you to hear my prayers, as you did for my mother before me". She gestured and the men began to lower the baskets into the spirit's gaping maw. According to Huroola legend, if the spirit was very pleased with the offering, he would give a gift to the tribe. These gifts were large blocks made of a strange material. Two strong men were required to carry each block, which become altar stones that the Huroola use to venerate the spirits of their ancestors.

The hungry spirit does not tolerate thieves and two-hands worth of greedy people were known to have been swallowed whole, while other more fortunate individuals merely lost limbs to the spirit's enormous mouth.

S'yth watched the men empty their loads into the pit, waiting for the bellow that signified the spirit's acceptance of the offering. It had not come by the time the last villager dropped his offering into the hole. "So this is how the end comes", thought S'yth Kyanna as she stepped forward to the waiting mouth. She knew her duty; to sacxrifice herself to avert the great spirit's wrath, and she was prepared to do so. Before she jumped, however, the great bellow sounded, echoing off Fire Mountain and causing shivers in the twilight. The Hungry Spirit closed his mouth, swallowed, and opened again in preparation for a new offering. The villagers silently made their way down the mountain, their thoughts already turning to the coming year's tribute.

The tales surrounding the Hungry Spirit of Fire Mountain are some of the oldest legends in Malatra. Many strange stories are told of this large pit, the many offerings placed inside over hundreds of years, and the black altar stones the spirit provides for a successful sacrifice.

The Huroola tribe, which inhabits the western slope of Fire Mountain, has long been the keeper of the site. Watching the mountain with care for signs of its unhappiness, the people of each Huroola village keep the spirit appeased by offering sacrifices of the most precieous, the most beautiful, and the most needed of the tribe's goods.

The approach to the mouth of the spirit is hazardous. The Dreaming River, treacherous and swift as it pours down the side of the mountain, is but one of the dangers each villager must face. Several short, steep climbs weary the body, and fatigue the spirit as well. Tribal elders say that the journey must be made one step at a time and with pure heart, for the spirits easily see the charcoal shadow of the insincere giver.

Huroola warriors tell stories of how the mouth of the spirit emits an ear-splitting scream to announce his pleasure at the gift, as his great lips close around the offering, and his great gullet gulps it down, a belch of steaming breath emitted from within signifying the gift's acceptance.

One story often told by tribal elders tells of the dream of one of the Huroola chieftains, a dream which came to the man each night. He dreamed that he had been swallowed by the hungry one, where he encountered the spirit's many teeth, and was chewed into bits no larger than biseechee leaves. In his dream, however, his spirit remained intact; he watched as the hungry spirit digested his body.

He felt his body cooked in the belly of the spirit, cooked as over the hottest central fire, warmed to render the juices of his mortal flesh into the air. Abruptly the chief felt his body rotating, twisting, spinning, and whirling. He felt pressed against the side of the great belly, felt squeezed and wrung, like the garments the washer presses against the rocks to drain them of moisture.

Finally, he felt his flesh merge into the flesh of the belly, becoming one with the hungry spirit, to see the world no more. But in the chieftain's dream, his spirit remained alive inside the great body of the spirit, the body that was Fire Mountain.

He could see the two secret ways into the spirit's mouth, ways covered by years of rockslides and lava flows. He could see the many tunnels that were the spirit's veins and arteries. He could see the lungs and the three great pipes of the mountain, lungs that could puff the smelly smoke, pipes which belch the noxious fumes which sometimes overcome the worshippers of the hungry spirit. And he could see the belly where he had been roasted by its fires, wrung by the twisting bowels of the mountain.

The chieftain's dream ends there, but what happened after is legend itself. Maddened by the dream, the dream that came again and again into his sleep, the dream which left him sweating and exhausted each morning as he woke to the day's break, the chief made a decision to find out the truth about the hungry spirit, the truth of his dream.

When his village fed the hungry one, he waited. When the mouth of the spirit rumbled and closed, the enraged chief lept into the pit himself, determined to know the truth. The spirit's satisfied scream blended with a new cry, the cry of terror from the insane chieftain.

Stories say that the chieftain found his truth in death; some say that the hungry one taunted the chieftain to become part of the mountain.

Many stories are told about the mouth of the hungry spirit, about those who've served him, and those who've been served. But it is said that when the mountain is satisfied, and the offering has been pleasing, the hungry spirit leaves a gift, a stone for the village to use for an altar. Most often, the stone is black and shiny-smooth. Rarely, the stone is a glossy white.

The legend of the chieftain ends with such a gift, a black, glossy stone with a white design on the top of its surface. Some say the design resembles a bat, a bird, or a giant moth. To most, however, the design is a reminder of the chieftain and his dream: a pair of outstretched, bony hands that seem to reach out of the mirrorlike surface of the stone.

In the Ruins of the Ancients contest, "Chamber of the Heavens" by Lee Sheppard placed second, and J. Allan Fawcett took third with "Containing a Problem ..." Ed wins the latest two LIVING JUNGLE™ *T-shirts and a cool new product. Lee and Allan both garner the newest LJ T-shirt and a* DRAGONLANCE® *calendar for 1996.*

In the Legends Contest, also run in issue 102, first place went to Lee Sheppard for "The Night Alone." J. Allan Fawcett took second place with "Hands of the Beastlord." The third place entry was Adam Bennington's "Prophecy of the Simbara King." Lee's prize is the new PLAYER'S OPTION™*: Skills and Powers handbook. Allan and Adam receive copies of the newest* DRAGONLANCE *hardcover novel by Margaret Weis and Tracy Hickman.*

HQ thanks all participants in these contests. Look for more in future issues. ❑

Cast Your Ogles Here

Some cant for your thief PCs

The material here is taken from *A Dictionary of the Underworld* by Eric Partridge, an excellent work on the cant of rogues in England, the U.S., and Australia. Soon your thief PC will talk like a pro.

abaddon (n): informant
ace in the hole (n): something useful held back
all is bob: an expression for "all is safe" or "everything's fine"
angle (v): to steal by pickpocketing
angler (n): a street prowler, always on the lookout to commit small robberies.
angling cove (n): a receiver or fence
annex (v): to steal
awake (adj): to be aware of a criminal's plans
bag (v): to catch, to imprison
baggage man (n): one who carries stolen property
bash (n): a smash-and-grab raid
big boy (n): head of a gang of criminals
bleed freely (v): to part with money easily
blow the meet (v): to miss an appointment with other rogues
boozing ken (n): a tavern
bowman (adj): good or profitable
bowman ken (n) a house that harbors thieves and rogues
bridle-lay (n): robbing from horseback
buzzing (n): pickpocketing
cadger (n): thief of lowest order
carry the swag (v): to remove the booty, as one's role in a robbery
child (n): parcel or bundle of stolen goods
come clean (v): to tell everything, to confess all
cool off (v): to stay in hiding until the hue-and-cry is over
cove (n): a man, a fellow
crack (v): to burglarize a house
crib (n): a safe place
cry beef (v): to give the alarm
cull (n): a gentleman
dip (v): to pick pockets
dub-lay (n): robbing houses by picking the locks
fadge (v): to suffice, used mostly in negative "that won't fadge"
fencing crib (n): a place where stolen goods are received
fencing cull (n): a fence, receiver of stolen goods
flash (adj): referring to thieves or criminals
flash cove (n): one who associates with criminals
flash ken (n): a house which thieves use
flush in the pocket: having plenty of money
fork (v): to steal by picking pockets
fun (v): to deceive, to outwit
gentry (adj): of the nobility
give the bum's rush (v): to eject forcefully, to throw out by violence
give the go-by (v): to pass up, to ignore
glaziers (n): eyes, as in "cast your glaziers," which means "take a look"
grease (v): to bribe
green (adj): inexperienced
harman beaks (n): police or constables
high toby (n): the highway, the main road
in the clear: "out of danger"
kate (n): a pick-lock, a skeleton key
ken (n): a house, a building
lay (n): a criminal's plan or method of crime
mace (v): to obtain goods and credit and never pay
mill a ken (v): to break into a house, rob a house
mort (n): a woman, a wife
nabs (n): a person of either gender
ogles (n): eyes, similar to "glaziers" above
pike on the been (v): to run away as fast as possible
prig (n): a thief, a pickpocket
rattler (n): a coach or stage
rumble (v): to arouse suspicion, to be detected, as in "he rumbled my lay"
sham (adj): illicit, bogus, fake
sharping-lay (n): swindling
shiners (n): coins
sound (v): to check out, pump for information, investigate before a theft
sounder (n): someone who makes a reconnaissance of a building and of the habits of its occupants
sparklers (n): diamonds, jewels; also eyes
spiv (n): petty crook who will do anything as long as it's dishonest
spout (v): to pawn
stand buff (v): to stand firm, to confess nothing
swell (adj): remarkable for beauty or elegance, as in "a swell crib," which means "a gentleman's house"; also wealthy-looking individuals
take (n): the booty, the haul, the stolen goods
tip the double (v) to run off, to escape
tumble (v): to detect, to recognize that something is wrong, as in "He tumbled to what we were doing."
Yellow Boys (n): gold coins

Examples of Thieves' Cant in Use

"Before I hooked up with the big boy, I was on the sharping-lay. It was a good lay until some gentry cove rumbled me and I had to pike on the been."

Translation: "Before meeting the leader of this gang and joining him, I was a swindler. It was a good living until a nobleman caught me and I had to flee for my life."

"That Fedrick is an abaddon. I had just annexed this nice piece of horseflesh, and he was my fencing cull. But he blew the meet and cried beef on me."

Translation: "Don't trust Fedrick; he informs on his fellow thieves. I had just stolen a horse, and he was going to fence it for me. But he didn't meet me as planned, and he informed on me to the constables."

"That crib's got plenty o' sparklers in it. You thinkin' of milling it? Best take care, the gentry cove as owns it has hired plenty of muscle. I'd give it the go-by, if I was you."

Translation: "That house is filled with jewels. Are you planning to rob it? Be careful: the nobleman owner has hired a lot of guards. I'd pass on that one, if I were you."

"All is bob. I've got an ace in the hole, in case the harman beaks come round."

Translation: "Everything's fine. I've got something held back in case the constables come by."

"Hey, cast your ogles on that guy. He's an angler. For a few shiners, I bet he'd carry the swag. Then we'd be in the clear."

Translation: "Hey, look at that guy. He's a street prowler. For a few coins, he'd probably carry the loot for us. Then we'd be out of danger if the constables show up."

A Pirate's Life for Me

A city-based AD&D scenario

by Robert Wiese

This is a city-based adventure for characters levels 2-4. It is set in the western port city of Lidah, on the continent of Nantyr, in world of Alenkirth, which in the ancient common language means "our home soil." With very little modification this adventure can be set in any port city on any world. A map of the region is provided; you will have to draw a version for the players throughout the adventure.

Six characters are provided for use with this adventure, and you may photocopy the character pages for this purpose. If these characters are used, you should be aware that one of them, Aliana Meriadeth, possesses a magic item she does not know about. It is a periapt of wound closure, but she thinks it is just a holy symbol. This is important because she was once a lycanthrope, but was cured. The periapt, however, is making her wonder if she was really cured or not.

Adventure Background

Dakarsh Nei, a smuggler from the Lidah region, had always been a small time criminal, but about eight months ago he decided to get into the big time and began a career of piracy. He recruited some disgruntled sailors and mercenaries, and this group managed to steal a cog called the *DuMark* from a shipyard in Tivas, a city some fifty miles north of Lidah along the coast. Dakarsh has been using it to raid passing merchant ships, striking quickly from lagoons, using surprise and proximity to Lidah to his advantage. The captured ships were sold to other pirates if still seaworthy, or sunk otherwise. The goods are carried by wagon to inland towns where they are sold. Early successes caused Dakarsh to enlarge his crew, and now his band numbers 50 warriors and includes a wizard. He also has a few informants in the port cities along the coast; from these people he learns which ships will be easy prey.

About three months ago, the *DuMark* raided and sank the merchant ship *Victory's Sails*, which was carrying (among other things) cloth for Kuluush, a wealthy orcish silk merchant in Lidah. When Dakarsh and his men captured the *Twin Paradises*, also carrying cloth for Kuluush, the business began to suffer. When the *Wave Catcher* disappeared three weeks ago, Kuluush became desperate.

Dakarsh unfortunately had some difficulties in his encounter with the *Wave Catcher*. Not only was the crew better armed than he had been informed, but another ship chanced to come across the two ships while they were locked in combat. This new ship, the *Invincible*, heavily damaged the *DuMark* before the *DuMark* managed to escape. During the past three weeks, the crew of the *Invincible* have been telling of their encounter with the *DuMark* in taverns.

The adventure begins for the PCs when they are hired by Kuluush to solve the mystery of where all ships carrying fabric for him have gone. Dakarsh, unwilling to leave the area until the DuMark is repaired and hidden, has arranged for another pirate, one Koogan Wellewn of the *Death Wave*, to buy the recently captured goods. Captain Wellewn will collect the goods in a cove south of Lidah three days after the PCs are first contacted by Kuluush, at 1 a.m. If not stopped, Dakarsh and his band will make this delivery and then go to Ragdana, where the the DuMark is being repaired, and continue to victimize shipping in the region.

Timeline of Events

First Day - Kuluush hires the PCs. Dakarsh and his brother are in Ragdana checking on repairs to the *DuMark*.

Third Day - Repairs on the *Invincible*'s rigging are completed. The crew stocks supplies. If the PCs have not figured out the rendezvous point, then a human thief named Feddin, who has been following the PCs, gets captured and points them in the right direction. Dakarsh and his brother meet their gang at an old farmhouse.

Fourth Day - Repairs on the *DuMark* are completed in Ragdana. The *Invincible* sets sail, possibly taking the PCs to the cove. At 10 p.m., Dakarsh and crew leave the farmhouse for the cove. At 11 p.m. they arrive and unload the goods.

Fifth Day - The pirate vessel *Death Wave* arrives just after 1 a.m. Dakarsh's men help the pirate crew load the goods onto the rowboats of the pirate ship. Both pirates and Dakarsh's gang are finished and gone by dawn, unless the PCs stop them.

Sixth Day - If the PCs have failed to

find or stop the smugglers, they retrieve their ship from Ragdana. They will raid another ship on the 14th.

Player Introduction

Your adventures led you to the port city of Lidah some time ago, and you have yet to leave. The city is a fine place to seek fortune and fame, and offers several amenities that the wilderness definitely lacks. Fortune has eluded you so far, but you are reluctant to move on without giving it one more try, and one more, and even one more after that. It is said that everything is possible in Lidah.

The Merchant in Distress

The PCs receive this note in the morning of the first day of the adventure:

Brave Adventurers—

Please come to The Silk Warehouse at 11 this morning. I have a serious problem affecting my business, and I believe that you are the people who can help me. I have heard of you from friends. If you are good enough to help me, I will make it worth your while.

Kuluush

Kuluush is a seller of imported silks and other fine fabrics from various nations of Alenkirth. The fact that he is an orc has in no way hurt his business, because orcs on Alenkirth are one of the dominant and most civilized races. He has been known to guarantee that he can procure any fabric in any color, and he has delivered on this promise more than once. His prices are a little high, but his clerks treat customers with the utmost deference. He has been very successful until three months ago. At about that time, a ship carrying a cargo of his vanished without a trace. It took some time to order more stock, and then that second ship vanished. Two weeks ago, a third ship on which he had cargo vanished as well.

Kuluush has been able to keep up a minimal stock, but soon he will be forced out of businesss. He is very worried, as is his staff. He is behind in his Merchant Guild dues (not uncommon for him), so the Guild is not anxious to help him.

The PCs can obtain the above information about his business by checking with the Merchant Guild (there is a fee of 5 gp), or they can gather parts of the story from the shopkeepers near the Silk Warehouse.

As the PCs approach the silk shop, read the following:

Though the wide doors of The Silk Warehouse stand open, the number of customers passing through is small. Inside you see many tables and racks, most of them thinly stocked with fabrics of varied colors and patterns. A clerk approaches you and when informed of your appointment looks you over appraisingly. He appears to be satisfied, because his smile remains as he leads you to an office. "These people say they have an appointment, sir," announces the clerk before withdrawing.

"Thank you for coming," begins the man inside. "I am Kuluush."

Kuluush expects that the PCs will introduce themselves, as that is the polite thing to do. After this happens, he continues:

"As you may have seen, I deal in imported cloths from all across Alenkirth. I receive most of my supplies by ship. Lately, however, I have been the victim of bad luck. The last three ships that I had cargo on have not arrived. I have been sustaining the business on the fabrics I buy from overland merchants, but I cannot do so for long.

"I would like you to find out what happened to the ships carrying my goods and, if there is some common cause, deal with it. If you can, I would also like you to recover whatever of my goods you can. I will pay you each 25 gp per week for this work, plus reasonable expenses."

Kuluush is willing to pay up to 50 gp each per week, but he haggles hard and will not pay more. He will add a flat 5% of the value for any goods recovered, if the PCs think to mention a recovery fee. Once a price is agreed on, read the following:

"I do not have much information to start you on your mission," he says in a tone of regret. "My cargoes were supposed to arrive at the Weskin Wharf warehouse. And while Weskin says they have not arrived I think he may know more than he is telling me. I will give you a list of the three ships and what they were carrying to help you. If you can show that the disappearances are related, you might get help from the Harbor Guard."

List of Missing Ships and Cargoes

Victory's Sails — A caravel carrying silk, linen, and wool. Departed from Tivas and was supposed to stop at Lidah on its way to the south continent. Expected arrival 10 weeks ago.

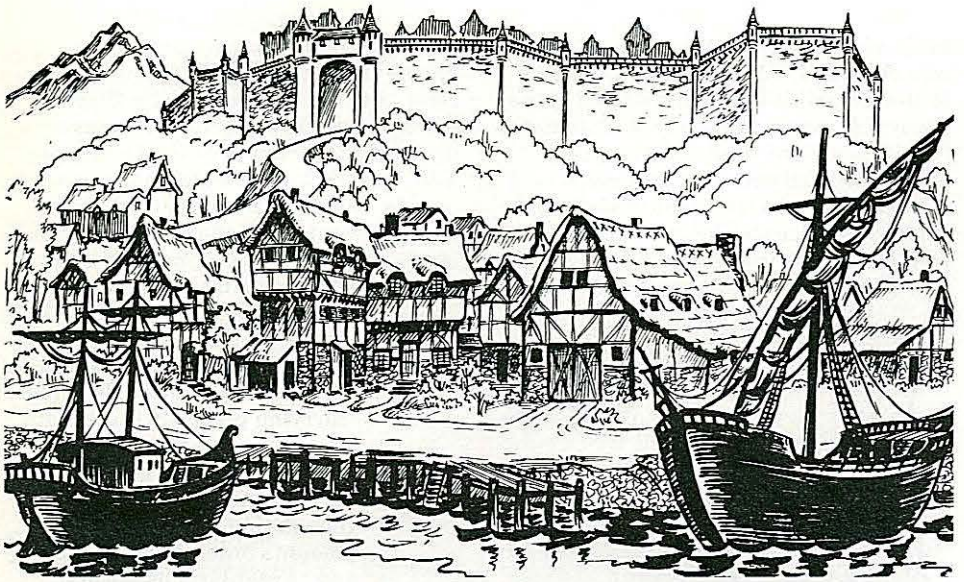
Twin Paradises — A knarr carrying silks and wools from the east coast of Nantyr. Departed from Kubinh (a city on the east coast), and expected six weeks ago.

Wave Catcher — A caravel carrying silk, wool, linen, and cotton from Tivas and further north. Expected three weeks ago.

The Docks

This section covers the docks area, and what happens if the PCs wander around. Random encounters on the docks should happen frequently. Pickpockets, people bumping into PCs (and maybe appearing as thieves), sailors accosting the PCs as old friends but being mistaken, people rushing down the street for whatever reason, begging urchins—all of these are good choices. The idea is to get the PCs interacting with people to find the proper clues.

While talking to people on the docks and around the waterfront, the PCs hear quite a lot of unrelated information. You can either invent this to fit your campaign, or take material from



the Rumors table. Spread useless information liberally, but be sure to mix in the genuine clues below.

• The PCs hear of *Invincible's* attack on pirates, if not from one of Alisha's crew, then from someone who can point them to a crew member. Many of them can be found in the Dolphin's Tail, a tavern located close to Weskin Wharf. For a free drink or two, any crew member can tell an exaggerated version of Alisha's story (Encounter Six), emphasizing his own part and perhaps belittling some fellow crew member—and leaving out the name of the ship. Any crew member can say that Alisha Blackmane is at the Rampant Lion Inn.

• From smugglers, pirates, or other dishonest rogues found on the docks, the PCs can learn of several thieving and smuggling gangs. One of these is the Nei smuggling/pirate band. Some dock people have friends who have joined Dakarsh's band (though they won't advertise it). The Neis are mentioned if the PCs ask about smugglers or pirates working the coast or if the list of missing goods is shown. ***"Yep, the Nei gang were selling just such goods as those about two months ago down south,"*** someone might say. Further questioning reveals that these goods appeared soon after the first of Kuluush's ships was reported missing. For a price, the PCs can learn that the Neis are staying at the Sleeping Bear boarding house. See *The Nei Brothers*.

• On the second day of the adventure, one of the PCs overhears two men talking in a tavern. One of the men mentions that he was supposed to meet Nei in three days, but Dakarsh put him off for two more days. Seems he had to meet someone somewhere out of town. If questioned, they are indignant that the PCs are eavesdropping, and send them to the Dolphin's Tail, saying that Dakarsh was there a while ago and that the PCs can ask him his business themselves.

Dakarsh is not in town, and the Dolphin's Tail patrons and staff claim not to have seen him in days (true). He is not a regular at the Dolphin's Tail, so this is not unusual.

• The goods listed have not passed through Lidah. Even contacts in a thieves' guild (assuming some PC has them) or other underground sources indicate that those goods have not passed through town as listed. If a PC expresses a convincing desire to buy the cargos on the list, the contact mentions that Dakarsh Nei, a known smuggler, has been selling such goods in towns to the south in the past few months. Dakarsh usually stays at the Sleeping Bear boarding house near the docks. Information from a thieves guild should be costly and take a full day to get.

Followed!

About an hour after the PCs start asking questions about the smugglers or the battle, a human thief named Feddin starts following the PCs. He is Dakarsh's contact in Lidah and wants to keep Dakarsh apprised of any possible dangers to his operation.

To determine whether Feddin is detected, consult *The Complete Thief's Handbook*, pages 19-20. Observant PCs can make checks once every three turns, as Feddin begins to feel comfortable after each near miss and lets down his guard.

The Rumor Table

1. An old retired sailor is telling tales of a great sea serpent attacking ships. He claims to have seen it destroy a knarr some 6-8 weeks ago, and he has talked to many others who have seen it.

2. Giants in the hills south of Lidah have begun raiding coastal and plains dwellers. People are waiting for the Prince (the ruler of the city-state) to do something about it. Travel to the south is considered dangerous at this time.

3. Someone of high rank in the Merchant Guild has been hiring men for smuggling activities around Lidah. This person apparently has an expanding operation.

4. Allura, a courtesan patronized by the wealthy and influential in Lidah, has lately become more affluent. Rumor is that she is blackmailing one of her clients.

5. Phaktarr, a smuggler believed to have been killed by rivals, is not really dead at all. He has been running a new smuggling band from the sewers of Lidah. Some claim that he really was killed and is now a vampire. Opinion as to his "status" is varied, but a sampling of people who have opinions will show that 50-55% think him dead, 40% think he is alive, and 5-10% think he is a vampire. No one has seen him in quite a while.

6. The rash of building fires in the past few months are due to an escalation of the rivalry between thieving and smuggling operations in the city. Others blame foreign thief gangs.

If and when Feddin is spotted and captured, he acts fearful of the PCs and hurries to deny that he was following them or has anything to do with them. If pressured, he caves in and tells them what they want to know. "I got three Yellow Boys to follow the swells what asked about the *Wave Catcher* (or anything else they have been asking about). Geez, ya act like I was a prig gonna fork ya." Feddin talks mostly in slang, so the Thieving Cant glossary will be helpful. When asked to name and/or describe his employer, he names and describes Dakarsh Nei.

Feddin (hm T3): Int Average; AL NE; AC 6 (leather armor); MV 12; hp 11; THAC0 19; #AT 2; Dmg 1-4/1-4 (daggers); NWP observation* (13), trailing* (15); *ring of protection +1*; Thief Skills: PP 30, OL 15, FT 10, MS 40, HS 35, DN 35, CW 75, RL 0. * proficiencies come from *The Complete Thief's Handbook*.

At 20 years of age, Feddin is commonplace in height and appearance , does not have an interesting personality, does not dress interestingly, and is not interesting enough to stay in one's mind. This makes him particularly good at tailing people, eavesdropping on conversations, and spying. Feddin is cowardly and suffers from a persecution complex. He feels that he is not being given the consideration he is due, and this tends to frustrate him and make him morose.

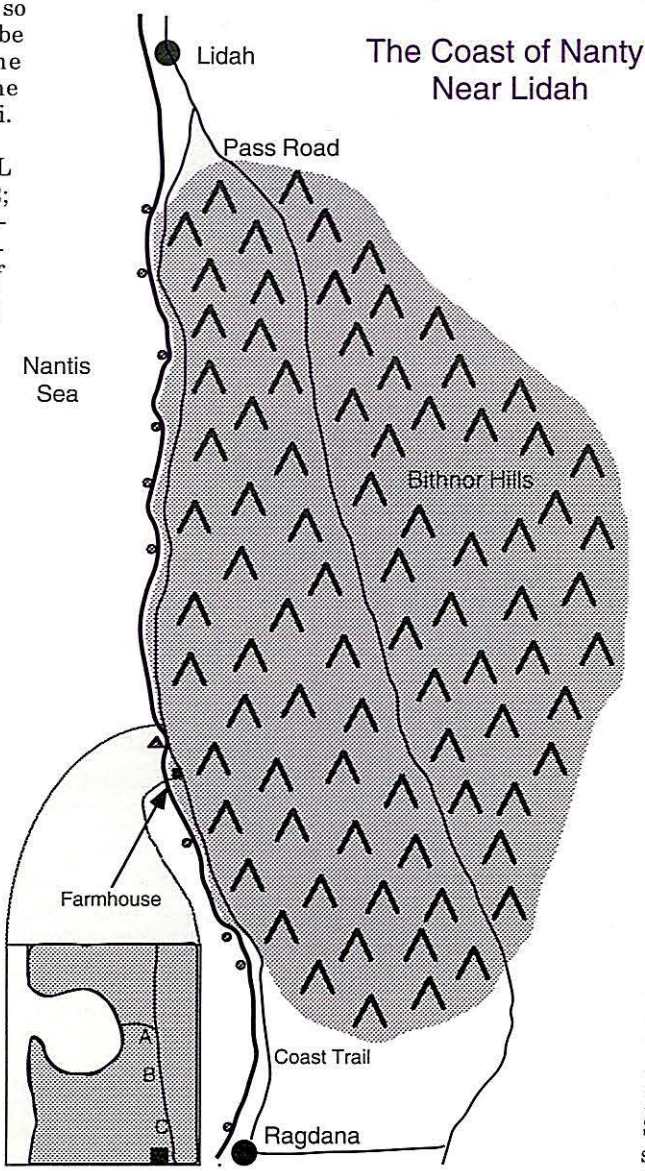
Weskin Wharf

The Weskin Wharf looks very busy as you approach. A merchant caravel, the* Tarsain Queen*, is being loaded and prepared for a voyage. Workers scurry about carrying boxes, rolls, and other packages to the ship. Some distance down the docks you can see a large galleon. Repair men are working on her, laying in some new rigging.

Other than information from the Rumor Table, the only thing the dock workers know is that the galleon, *Invincible*, engaged some pirates and was damaged. They can direct the PCs to the Dolphin's Tail, where some of the *Invincible's* crew are likely to be found.

If they want to see Weskin, they eventually find someone who stops long enough to point up a flight of stairs to where his office is. The guy expects to be paid for this information, though.

The Weskin Wharf company is a large warehouse with an office above the main floor. The *Tarsain Queen* is soon to be on its way to Ragdana and is not involved in this adventure. The large galleon being repaired is the *Invincible*. If asked about it, Weskin says it was attacked by pirates. Pressed for details, he says that he does not know anything and recommends that the PCs talk to one of the crew or to the captain, Alisha Blackmane. Some crew members, he says, are likely to be found at the Dolphin's Tail, "just down the waterfront a bit."



As soon as Weskin realizes that the PCs want only information, he starts grumbling about "being a busy man" and "having a lot to do." He reiterates his previous statement (to Kuluush) that the ships on the PCs' list never arrived at his dock. No ships carrying precisely those cloth cargoes arrived under any name. Similar cargoes have arrived for other merchants though (but not the precise amounts ordered by Kuluush), and as regularly as normal. He is exasperated for having to explain this again. He refuses any requests to search his warehouse, becomes indignant and angry, and dismisses the PCs as quickly as possible.

The Weskin Wharf warehouse is not well protected at night, but there is no information of interest to be gained by breaking in.

The Harbor Ministry

Regional harbormaster offices have records of ships that have come in during the last month. Records dating prior to that are at the central Ministry office. A bribe of at least 10 gp gains a look at the recent records, but the only thing of interest is that the *Invincible* arrived three weeks ago from Tivas.

Information that harbormasters might have about smuggling and piracy should be derived from your campaign, but you can get stuff from the Rumor Table. Eventually, these people will send the PCs to the Harbormaster, Phitas Surengale. His office is in the port section of Lidah, three blocks from the docks proper. Upon arrival, the PCs find themselves ushered into Master Phitas's office without delay.

After waiting in the outer office for some time, you are shown into a crowded but well-appointed office. The chairs are padded and of a dark blue, with wall hangings well

Tanik Obereck

3rd Level Male Human Invoker (wizard specialist)

Str: 11	Int: 17
Dex: 16	Wis: 10
Con: 16	Chr: 11

Height: 5' 8"
Weight: 170 lbs
Hair/Eyes: Black / Blue
Skin: Fair
Age: 25
Alignment: Lawful Good

AC Normal: 5
AC Rear: 7
THAC0: 20
Hit Points: 15

Weapon Proficiencies: Staff
Non-Weapon Proficiencies: Direction Sense (11), Endurance (16), Navigation (15), Read/Write Common (18), Riding - Horse (13), Rope Use (16), Seamanship (17), Spellcraft (15), Swimming (11)
Languages: Common

Wizard Spells
Spells per day: 3/2
Choose one spell at each level in Evocation (the starred ones)
Spellbook:
Level One: *burning hands, detect magic, magic missile, read magic, shield, shocking grasp, spook*
Level Two: *ESP, flaming sphere, mirror image, rope trick, web*

Magic Items: *Bracers of defense AC 7*

Possessions: Staff, soft boots, breeches, vest, tunic, belt, wool cloak, 2 small pouches, 10 sheets parchment, 2 vials ink and quill, hooded lantern, 2 flasks lamp oil, flint and steel, waterskin, backpack, bedroll, 12 gp

Character Notes:
You were the son of a wizard who belonged to an evil carde of Invokers, and grew up in a country where evil wizards served the king. You received training from your father in evocation magic, but he thought you would not have a bright future. You were too kind-hearted and not very organized. As you grew up you realized that your morals were in sharp contrast to those around you, and you left home in the dark of night, taking passage on a trading ship headed west. You spent another three years on that ship as a member of the crew before finally leaving the ship in Lidah. You then met Serena Worthwood, and soon after Taldar Everwind. The three of you started adventuring, and soon others had joined your little band.

You are lawful good because you respect the rules of society and desire to do good, but organization is not one of your strong traits. From your family you picked up a liking for destruction and the power of your magic, but now you work to destroy the forces of evil. This could eventually include members of your own family. Thankfully that day has not come yet, as you are not sure what choice you would make. When adventuring you take the lead in fights, you never fight toe to toe with the bad guys. You do not always pay attention to where your friends are when letting off a powerful spell, and you have accidentally caught some of them in the effects a few times. You figure that they should watch out for themselves. You are pleasant to be around, even tempered, and enjoy a good joke.

The others are:

Taldar Everwind - Capable but reckless, sabre hanging jauntily at his side, you were not aware that this elf was a thief until you started adventuring with him. He has become your closest friend.

Crakadan Earthdigger - A devoted priest of the war god Duras and one who certainly would encourage conflict rather than avoid it. Dwarf priests of human gods are unusual, but he brings a fresh perspective to his religion. He preaches a lot but makes it interesting.

Akira Iko - This fighter from the ancient Kito empire is direct, likes action, and is very good at what he does, all qualities that you share. He calls himself a ronin. He treats everyone with the utmost courtesy. You and he have an easy acquaintanceship that you would like to make a friendship.

Serena Worthwood - Your oldest friend in the group. Every bit a lady, she can fight very well for one so slim and petite. She has also learned thievery from Taldar and is an accomplished acrobat. None of these skills are ones that you would guess at by looking at her. You have known her for four years.

Aliana Meriadeth - This half-elf druid is enchanting. She is pretty, well-spoken, devoted to her faith, and cooks very well. She likes taking care of the group; this includes binding wounds and listening when people want to talk. She has an animal magnetism that you feel very strongly.

Taldar Everwind

3rd Level Male Elf Swashbuckler (thief)

Str: 15	Int: 12
Dex: 18 (19)	Wis: 11
Con: 10	Chr: 14

Height: 5' 0"
Weight: 110 lbs
Age: 96
Hair/Eyes: Light Brown / Green
Skin: Pale Fair
Alignment: Chaotic Good

AC Normal: 6
AC Rear: 10
THAC0: 19
Hit Points: 16

Weapon Proficiencies: Sabre, Dagger
Non-Weapon Proficiencies: Alertness (12), Blind-Fighting, Etiquette (14), Fast Talking (14), Gaming (14), Tumbling (18)
Languages: Common, Elven

Swashbuckler Abilities
1. Disarm attack (-4 to hit, if successful opponent's weapon flies away from him in some direction)
2. +2 Reaction adjustment when dealing with members of the opposite sex (females in this case)

Thief Skills
Backstab at +4 to Hit and x2 Damage

PP	OL	FT	MS
45% (+10)	45% (+10)	35%	35%
HS	HN	CW	RL
35%	45%	80%	0%

Magic Items: *Gauntlets of dexterity* (use stats and bonuses in parentheses above when wearing these), *potion of rainbow hues, potion of levitation*

Possessions: Sabre, 2 daggers, stiletto, hooded lantern, 5 flasks lamp oil, breeches, tunic, vest, boots, cloth cloak, thieves tools, 50' silk rope, grappling hook, 20 caltrops, marked cards, backpack, bedroll, 17 gp

Character Notes:
You are the fourth son of Tal Everwind, the elder of your clan. When you were very young, you fell in love with a girl from your clan and she liked you as well. When the time came to marry, however, she spurned you and married a rival of yours. This was a grievous blow, and the breaking of your heart changed your attitude and your life. Soon after, you left the clan home and

started a life of adventure. Your travels have led you to Lidah, where you joined with Serena Worthwood and Tanik Obereck. Later others joined your group and that is how your adventuring party was formed.

You are now living your life for the moment, experiencing what there is to experience. You have found that your good looks and dashing style are very attractive, and you do not hesitate to make use of these attributes. You love risk and take great pleasure in gaming (especially winning). Your recklessness, however, has caused you to develop the ability to fast-talk your way out of a mess, and you have done so more than a few times.

The others are:

Tanik Obereck - One of your earliest friends in the group, this evoker sometimes scares you. While you like finesse and neatness in dealing with foes, he likes straightforward destruction, preferably through his own magic. He can be trusted to account for many foes, and you have learned to be out of the way when he casts spells.

Crakadan Earthdigger - A dwarf priest of Duras. He is usually too serious, but he loves ale and knows a lot about it. He is always willing to accompany you to a tavern, and equally willing to stay there after you have left with a female.

Akira Iko - This fighter from the ancient Kito empire calls himself a ronin, and that title does not seem to bring him any happiness. He is very polite but also very firm, and an innate superiority in his bearing tells you that he used to be important in his homeland. His weapons and clothing are not like any you have seen. He is very dependable though, and can intimidate the enemy if he so chooses.

Serena Worthwood - This half-elf woman is very attractive, and you have been interested in her since you first met. She is an acrobat and fighter, and thanks to your training a thief as well. She is deceptively strong and good to have at your side in a fight. You have known her for four years.

Aliana Meriadeth - This half-elf is also very pretty, but her demeanor is humble and her nature caring. You are comfortable with her as a friend. She is a druid and an excellent cook. She reminds you in a vague way of a fox probably her auburn hair and the way she wears it.

Crakadan Earthdigger

3rd Level Male Dwarf Specialty Priest of Duras

Str: 16	Int: 9
Dex: 13	Wis: 16
Con: 16	Chr: 10

Height: 4' 2"
Weight: 147 lbs
Age: 65
Hair/Eyes: Dark Brown / Brown
Skin: Ruddy Tan
Alignment: Neutral

AC Normal: 3
AC Rear: 3
THAC0: 20
Hit Points: 22

Weapon Proficiencies: Footman's Flail, Club
Non-Weapon Proficiencies: Armorer (7), Blind-Fighting, Brewery (9), Charioteering (15), Engineering (6), Herbalism (7), Riding - Pony (19), Weaponsmith (6)
Languages: Common, Dwarven

Specialty Priest Powers:
1. Cannot turn undead
2. Berserker Rage - as specialty priest of Tempus
3. Special Weapon - Flail, +1 to hit and damage

Priest Spell Spheres
Spells per Day: 4/3
Major: Animal, combat, divination, elemental, healing, necromantic, protection, weather
Minor: All, guardian, summoning, sun

Magic Items: *Ring of protection +1, flail +1* (this is your chosen flail)

Possessions: Banded mail, an extra flail, metal engraved drinking mug, boots, breeches, tunic, gloves, belt, 2 wineskins with different ales in each, holy symbol of Duras, backpack, large belt pouch, small sack, healing herbs, whetstone, bedroll, 14 gp

Character Notes:

The son of a miner and brewer, your family expected that you would continue in the mining trade and join the clan army. You did neither, as you felt the call of Duras at an early age. You left your people to join a temple of Duras, and when you were a full priest you returned to convert them. Your people evinced little interest. They were very attached to the dwarven gods and not willing to change, which is part of the nature of dwarves and should have been expected. You gave up and came to Lidah. There you joined the temple of Duras and eventually met Akira Iko, a fighter from the ancient Kito empire. He introduced you to the group.

You are a fine example of the dour and serious nature typical of dwarves. The duties of the faith take up what time you do not spend adventuring. You love your god and try to spread the faith wherever you can. You also have a love of brewing and ale, and can drink many other dwarves under the table, not to mention most men.

Worship of Duras - Duras, the Lord of Battles and God of War, is venerated by all those engaged in conflicts, but his regular worshippers are few. The clerical hierarchy is divided into military rankings. Duras's symbol is a pair of axes on a field of crimson, with the symbols for death and life emblazoned on the ax heads.

Tanik Obereck - This powerful evoker is a myriad of strange contradictions. He is very intelligent but very disorganized, he loves to fight but from a distance (and what is a good fight without the risk of death?), and he grew up among evil, yet is good.

Taldar Everwind - This thief is a bit more dashing than you approve of in general. However, he is a very good thief for his age and likes to gamble. He is very attractive to women, and often you and he go to bars together.

Akira Iko - You are certain that Duras approves of your Kito friend. He is fearless and loves combat. You know of the dishonor he feels from his past (he fled west instead of dying with his lord), but you do not regard it as a disgrace. He lived to fight another day, and Duras does not approve of needless deaths.

Serena Worthwood - This woman is very pretty as humans go and appreciates your religious points of view, though she does not agree with them. She fights in an acrobatic style which you both admire and condemn (because you cannot do the same). You have noticed that she can be obstinate.

Aliana Meriadeth - This priestess of the weakling crop god Merrinah seems weak herself. Nice, supportive, and caring, but not a confrontational person unless the principles of her religion are at stake. You feel a bond of priestly camaraderie with her.

Akira Iko

3rd Level Male Human Ronin (fighter)

Str: 16	Int: 14
Dex: 14	Wis: 13
Con: 15	Chr: 11

Height: 5' 7"
Weight: 170 lbs
Age: 28
Hair/Eyes: Black / Brown
Skin: Tan but a little yellowish
Alignment: Lawful Good

AC Normal: 6
AC Rear: 6
THAC0: 18
Hit Points: 24

Weapon Proficiencies: Katana specialization, Great Bow specialization, Waki (short sword), Two Hander Style Specialization, Martial Arts Specialization
Non-Weapon Proficiencies: Kito Etiquette (11), Read/Write Kito (15), Riding - Horse (16), Calligraphy (13)
Languages: Common, ancient Kito

Ronin Abilities
Kiai Shout - for 1 round strength goes to 18/00, can be used 3 times per day

Magic Items: *Katana +1* and *waki +1* (a set), 2 *potions of healing, potion of climbing*

Possessions: Great bow, samurai scale mail, 24 sheaf arrows in large quiver, boots, cotton trousers, belt (obi), kimono, warm cloak, sandals, outer robe, backpack, bedroll, straw mat, flint and steel, tobacco pipe and 1/2 lb tobacco, 13 gp

Character Notes:

Long ago, many hundreds of years before you were born, the war-like nation of Kidash invaded and conquered the ancient Kito empire and absorbed its people. You trace your family back to the Kito nobility, and your family keeps alive the ancient traditions.

You were a samurai in the service of Lord Akira Hanko, your uncle and a minor noble in Kidash. After two years of controversy and political maneuvering, a rival noble caused your lord to be blamed for the massacre of two villages. He led warriors against your uncle's castle, and though you fought well the defenses were overcome and almost everyone slain. Six samurai (yourself included) escaped with the infant son of the lord. Later, an old retainer of the lord took the infant to some relatives and urged you to flee. The only things of your family that you were able to save were a katana and waki set that had been in your family for 100 years. They are finely decorated and have great sentimental as well as practical value. Two years ago you arrived at Lidah and after a few months joined with some adventurers.

The destruction of your lord and your flight have greatly changed your life. You are now a ronin (a masterless samurai), and your honor is gone. You cannot restore your honor here, and you cannot return to your home, so you are resigned to your current situation. It does make you sad, but life is hard. You are grim and forthright, though always very polite. Samurai are usually a bit arrogant, but your current situation makes such behavior inappropriate, so you try to curb this tendency.

The others are:

Tanik Obereck - A powerful evoker and crusader for what is good. Like a lot of people in the west he is rude, but you know he grew up among evil wizards and spent time among sailors, so his lack of courtesy in speech is understandable. He is pleasant to be around, and especially capable in a fight.

Taldar Everwind - This thief does not act with propriety, but in these lands more freedom seems to be the rule and you do not hold this against him. He is a competent thief and an avid gamester, and can be counted on to raise your spirits when they are low.

Crakadan Earthdigger - You introduced this dwarf priest of the war god Duras to the group, so you feel a little responsible for him. His seriousness is comforting to you. He is a strong support in battles you fight and a good friend.

Serena Worthwood - You were brought up to treat women with respect, but this half-elf commands respect not merely for being a woman. She is a good fighter and very acrobatic, able to counter opponents before they realize they have been countered. She is very beautiful.

Aliana Meriadeth - This half-elf female acts like females from your home. She cooks the food, cares for the horses and heals wounds with happiness, never too busy to do something for someone. She is a druid of Merrinah, the aguricultural god. She seems devoted to her faith.

Serena Worthwood

Female Half-Elf 2nd Level Fighter/ 2nd Level Thief

Str: 15	Int: 14
Dex: 16	Wis: 14
Con: 10	Chr: 14

Height: 5' 3"
Weight: 85 lbs
Age: 20
Hair/Eyes: Dark Brown / Green
Skin: Fair
Alignment: Neutral Good

AC Normal: 6
AC Rear: 8
THAC0: 19
Hit Points: 11

Weapon Proficiencies: Short Sword, Knife, Light Crossbow, Two-Weapon Style Specialization
Non-Weapon Proficiencies: Juggling (15), Jumping (15), Read/Write Common (15), Riding - Horse (17), Rope Use (16), Tightrope Walking (16), Tumbling (16)
Languages: Common

Thief Skills
Backstab at +4 to Hit and x2 Damage

PP	OL	FT	MS
25%	45%	20%	15%
HS	HN	CW	RL
15%	20%	65%	25%

Magic Items: *Cloak of elvenkind, potion of flying*

Possessions: Two short swords, chest bandolier with 5 knives, leather armor, light crossbow, 20 light quarrels in case, cooking pots, tunic, breeches, boots, riding boots, wool cloak, leather gloves, belt, 2 small belt pouches, flint and steel, whetstone, waterskin, 30' silk rope, 8 gp

Character Notes:

Your father was adventuring when he and his friends rescued your mother (and several other elves as well) from evil giants. They fell in love at first sight. You grew up in Lidah, where your father worked as an Enforcer (the equivalent of constables or city guards). He taught you to fight, while your mother taught you acrobatics and tumbling. Your parents instilled in you the concept that the good of all is more important than how it is achieved. When you were 16 years old you met Tanik Obereck, and later when Taldar Everwind came along the three of you

began adventuring together. It was Taldar who taught you thief skills. Last year your family moved away. Recently, due to financial set-backs you had to decide whether to sell your sword or your thief tools in order to keep eating. You chose the tools, and are now saving to buy new ones.

You are petite, slender and very attractive. You are also stronger than you look, and you use this deception to your advantage. An innate curiosity and a streak of obstinacy lead you into scrapes, but your friends are usually there to pull you out.

The others are:

Tanik Obereck - Your oldest friend in the group, Tanik is very pleasant. He is also a powerful but disorganized evoker, and he has singed you once before with a flaming sphere that you couldn't avoid. You find it interesting that he could have such strong principles of good after growing up among evil wizards.

Taldar Everwind - There's no denying that this thief is attractive. He is a good friend and a good thief for one so young. He has frequently expressed feelings for you, but you are not sure he is serious.

Crakadan Earthdigger - You feel sure that your father and this dwarf priest of Duras would get along splendidly. They both like conflict, war and battle. Your father wasn't devoted to the concept of war, and of course your father was taller, but because Crakadan otherwise reminds you of your father you like him.

Akira Iko - This man from the ancient Kito empire treats you with unbelievable courtesy. You can see from his armor and bearing that he was someone important in his homeland, but he does not talk about his past. He seems content but not happy, and you think this is because of his past. He is a very good and very fast fighter.

Aliana Meriadeth - This druid and you have become very close. She claims that she was once a werefox, and if you look closely at her you can sort of see it in her appearance. She says Merrinah saved her from that curse. The effects remain though, as she looks very elven but is completely human. You have promised not to ever tell this secret to anyone. Aliana is very nurturing and likes to cook, care for people and horses, and such as that. Her quiet wisdom is very comforting.

Aliana Meriadeth

3rd Level Female Human Druid of Merrinah

Str: 13	Int: 14
Dex: 8	Wis: 16
Con: 12	Chr: 15

Height: 5' 9"
Weight: 154 lbs
Age: 26
Hair/Eyes: Auburn / Blue
Skin: Fair
Alignment: Neutral

AC Normal: 8
AC Rear: 8
THAC0: 20
Hit Points: 17

Weapon Proficiencies: Spear, Sling
Non-Weapon Proficiencies: Animal Lore (14), Cooking (14), Healing (14), Herbalism (12), Religion (16), Weather Sense (15)
Languages: Common, Druidic Tongue, Elven

Unique Power
All wounds that you suffer close instantly and you heal at twice the normal rate.

Priest Spell Spheres:
Spells per Day: 4/3
Major: All, animal, elemental, healing, plant, weather
Minor: Divination

Magic Items: Potion of ESP

Possessions: Simple brown robes with a plain braided belt, holy symbol of Merrinah, mistletoe, necklace with prayer beads and religious symbol, leather armor, spear, sling, 20 sling stones, boots, warm cloak with hood, flint and steel, small cooking pot, knife, backpack, bedroll, hooded, lantern, 1 flask lamp oil, small tent, 9 gp

Character Notes:

You were raised by a werefox and grew to become a werefox yourself. You were very unhappy, because for some reason you did not acquire the usual attitudes of werefoxes. At age 17 you wandered into a temple and started crying. A priest there cured you of your curse, though your elven appearance did not go away. People frequently mistake you for a half-elf or even an elf.

You eagerly joined the temple of Merrinah to repay the god for your deliverance and to give your life purpose. You developed humility and a caring attitude toward others during your training. Merrinah then led you to Lidah, where you met the group you now adventure with.

You are attractive, still retaining a slight fox-like coloring and facial cast. You genuinely care for your friends and try to take care of them. This includes cooking meals, caring for the horses, healing injuries, and listening when they need a friend. You even offer quiet wisdom when you feel it is appropriate.

Recently you began to heal at an amazing rate; any wound you suffer now closes almost instantly, just like when you were a werefox. This is worrying, and you are no longer sure if you are actually cured.

Worship of Merrinah - The god of agriculture, Merrinah is worshipped wherever people grow things. Merrinah's temples are often unostentatious affairs with greenery and wooded glens nearby. His symbol is a stalk of wheat bound with flowers and superimposed on a simple circle.

Tanik Obereck - This man is a powerful wizard but a very compassionate person. He has occasionally caught a friend in one of his spells, but always checks on these unfortunates afterward. He is very disorganized, but you pack for him sometimes and try to keep track of things for him when he is distracted. He is usually pleasant and calm, but doing good is an obsession with him.

Taldar Everwind - A very handsome and dashing thief. He has expressed interest in you, but he seems to be more interested in Serena. He is especially good at locks and picking pockets.

Crakadan Earthdigger - This dwarf priest is much more intense about his god Duras than you are about Merrinah, but Duras is a more intense god than Merrinah. He is very devoted to his faith, and has talked about his failure to spread it among his dwarven people.

Akira Iko - This man from the ancient Kito people seems to take your services as a matter of course, yet he does not treat you like a servant. He can be depended on to save your life when necessary. He has some sadness in his past that he does not talk about.

Serena Worthwood - The only other woman in the group, Serena is a good warrior, acrobat and thief. She is the only one in the group to whom you have confided the secret of your past.

chosen to match them. The whole effect comfortable and yet luxurious. Several large books are crowded among many smaller ones in a bookshelf to one side, and a table with numerous charts piled on it sits across the room. The desk is also littered with paperwork. Standing by the table are two men.

The first, a handsome older man with neat white hair and dressed like a naval captain, must be Master Phitas Surengale. The other appears from his dress to be a minor official. As you enter, they both look up at you.

"Welcome," says Master Phitas. Turning to his companion, he says, "You may go. I don't know how long I'll be with these people. Prepare a report on this and we can go over it later."

Martin, the official, leaves carrying a pile of papers and a chart. Seating himself at his desk, Master Phitas turns again to you, looking curious.

Master Phitas Surengale is a retired captain of the Lidah navy, and very devoted to his current position and duties. He has served the city-state all his life, and takes pride in that. His duties include monitoring the trade that passes through the harbor and fighting smuggling and piracy. He has a bad opinion of the Merchant and Caravan Guild, which frequently violates harbor rules.

Regarding the missing ships, he is not aware of any recent sea creature attacks on ships, at least nothing out of the ordinary, and he would be aware of such a thing. He inclines to the view that pirates are responsible. If shown the list of ships, he sends a clerk to check the records dating back three months. This is a two-hour task that reveals no match of the listed cargoes with any ships that have arrived. Similar goods have arrived for other merchants on other ships, though.

If the PCs start discussing the possibility of pirates, Master Phitas advances a theory about coastal pirates operating near Lidah. He believes that pirates using small coastal vessels could be using any one of several coves along the coast to the south, striking quickly at passing ships and unloading the cargoes before any action could be taken against them. Smugglers would then bring the goods into the city by land, bypassing the harbor and making any attempts at tracing very hard. He thinks such groups could be receiving help from the Merchant Guild, though of course the Guild would never admit to it. He has not been able to investigate this theory fully because he would require help from the Merchant Guild, and they are not giving it.

He brings out a map showing the coast south of Lidah. His ships have made short voyages and noted several coves that could be used quite easily to hide a small ship. These are marked on the map on page 19. The triangle is the site also marked on Alisha's map (see *Alisha Blackmane*). Surengale will give the map to the PCs if they ask for it. The harbor patrols have not actually seen any coastal pirates in operation, but they are considering it a possibility to be kept in mind.

Master Phitas has heard the story of the *Invincible*'s fight with pirates, but he does not have details. No official report has been made. Mention of it reinforces Phitas's theory about coastal pirates. The cog is mainly a coastal vessel, large enough to defeat a caravel (most trading is done with caravels). He is not aware of Dakarsh Nei and his gang..

Alisha Blackmane

The PCs can find Alisha Blackmane, captain of the *Invincible*, relaxing at the Rampant Lion Inn, a short distance from the waterfront. The Rampant Lion is a fancy inn located in the Merchant Quarter. The food is very good (use the good class on the PH price list), and the rooms are 8 sp per day.

The interior of the Rampant Lion is pleasantly decorated, and the low hum of voices stops for just an instant as you enter. The Inn is not crowded. Just to your right there are stairs going up to rooms above. Across at the bar, two men sit talking to the bartender. Sitting alone at a table across the room is an attractive woman with long thick black hair that resembles a mane. The food smells appetizing.

The woman, Alisha Blackmane, is friendly and invites the PCs to join her if they approach. If there is a particularly charismatic man among the group, she may invite him to have a drink with her later that evening.

When asked about the attack on her ship, she tells the following story:

"We were sailing with a good wind to Lidah when our lookout reported a ship battle off the starboard bow. We sailed in closer and saw that a cog had engaged a caravel and was just finishing her off. We sailed in to help, and the cog fired on us, damaging our rigging and putting a few holes in the deck. We returned fire, damaging the enemy and forcing it to flee. Unfortunately we were a little late. The caravel, the* Wave Catcher, *was past help, sinking as we sailed up. The crew was lying dead on the deck, and whatever she was carrying was gone. Too bad we got involved actually. I've been here about two weeks, waiting for the repairs on my ship to be completed, and all for nothing."

Alisha can tell them the site of the *Wave Catcher's* downfall, near a cove to the south. She even marked the spot on her map and invites the PCs to see it. If the PCs want to see it, Alisha takes them to her ship. She says nothing about the cargoes on the PCs' list except that, if she had been carrying them, they would have arrived.

Once the PCs start asking questions, she will tell them that if they want to know about smugglers, they should ask about a man named Dakarsh Nei. He is a small time smuggler, but he knows just about everyone involved in the trade. He has also been known to embark upon unusual ventures. She advises the PCs to ask

around the waterfront for him. Someone there will know where he is.

Alisha plans to sail south in two days. She is willing to take the PCs to the cove if they are willing to pay 10 gp each. She will not wait, since she has business further south. Kuluush will reimburse the passage cost.

Continued conversation with Alisha results in her telling several tales of sea battles with pirates, some of them true. In all of them the *Invincible* either drove off or sunk the enemy. If a PC agrees to have a drink with her later, she tries to move the encounter to more intimate surroundings.

If Feddin (see *Encounter Three: Followed!*) is not yet following the PCs, then by coincidence he is in this bar, overhears the conversation from a nearby but secluded table, and follows them when they leave. If he followed them in, then he is waiting at the bar.

Alisha Blackmane, Captain of the *Invincible* (hf F(Sw)9): AL LN; AC 3; MV 12; hp 47; THAC0 12 (adj THAC0 10); #AT 2; Dmg 2-7 +3 (sabre specialization) or punching specialization; NWP alertness, almost all ship and sailing related skills; Str 17, Dex 16, Con 15, Int 14, Wis 16, Chr 15; *sabre +2, bracers of defense AC 5, pearl of the sirines.*

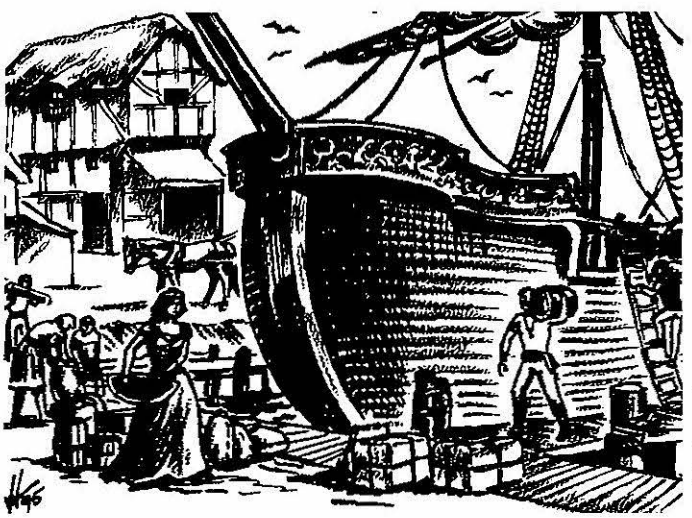
Alisha is an attractive woman with thick black hair that looks like a lion's mane (except that it is black), clear blue eyes, and a browned complexion from years in the sun. She is 31 years old, almost six feet tall and weighs 155 lbs. Alisha is calm and patient, and she rarely loses her cool. She belongs to the Merchant Guild.

The *Invincible*

Alisha Blackmane's ship is a 125 foot long galleon, 30' across the beam. It has fore- and sterncastles, and three main decks built around the cargo holds. The rigging is quite extensive. Two medium catapults are mounted on the forecastles and sterncastles. Crew quarters can be found in the forecastle and on the lower decks near the hull. The central sections have cargo holds and kitchen areas. The crew numbers over 100, but they are all off somewhere in the city. The ship colors are aqua and black.

The door in the sterncastle leads into a short hallway with doors on the left, right, and end. All three doors are locked. The door on the right leads into the ship's office, an 8' x 12' room with a large table in one end. Above the table a map is pinned to the wall. The map is of this part of the coast of Nantyr and has a spot marked on it labeled "wreck of the *Wave Catcher*." The rest of the office has other navigation charts and logs, which indicate that Alisha is a successful merchant trader with several victories over pirates to her credit.

The locked door on the left leads to the first mate's room. It contains his personal effects, which are not interesting to the PCs. The end door leads to Alisha's quarters. These are 19' x 8' and decorated in blues and greens in a feminine style. There is a secret compartment under the bed, but it is empty. Otherwise, there are only clothing and personal effects here.



If the PCs go aboard during the day without escort, the workmen ask them their business, and an unsatisfactory answer results in them being tossed off the ship. If the PCs are accompanied by Alisha, the workmen greet her in a friendly manner and let everyone pass. If they go aboard at night, there is no one else there. The crew stays in the city when in port, and Alisha has a room at the Rampant Lion. Because of the workers, searching the ship is extremely difficult during the day, impossible if accompanied by Alisha, but relatively easy at night.

The Nei Brothers

If the PCs want to try to find Dakarsh Nei or his brother Borlin, they spend hours in a futile search all over the dock area and even into the seedier part of town above the waterfront. Various "helpful" people wherever the PCs ask recall having seen the Neis somewhere else. Many of those questioned ask what the PCs want with the Neis. Unsatisfactory answers give the locals the opinion that the PCs are law agents. Law agents are "helpfully" directed to the worst section of town, where they are most likely to get mugged and killed. If this happens, the PCs are attacked in a dark street by eight thugs who attempt to beat them senseless. Sample dialogue: ***"Nope. They ain't been here. But I think I saw 'em at*** (insert somewhere in town you want to send them) ***a little while back. Try there. By the way, what are you wantin' 'em for, anyhow?"***

The Nei brothers are not in town, so finding them is impossible. They do have a room at the Sleeping Bear boardinghouse, just up from the docks in the poor part of town. Almost everyone who knows of the Neis knows this and will tell the PCs for only one drink, or maybe two.

Several means could be employed to gain access to the Neis' room. An ugly and and sleepy woman, Esmeria, sits inside the front door (outside on hot days, but this is not a hot day) and can be conned or bribed (she'll hold out for at least 3 gp). The back entrance to the boardinghouse is not watched, several of the patrons of this place wanting to slip in and out without being seen. The Neis' room is on the second floor, so climbing and entering by the window is also an option, and PCs might even find a time during the day when this is possible, the window looking onto an alley. Of course they have to identify the correct window first.

When the PCs reach the door they find it locked. The lock is cheap (+50% chance to pick). The room is ill-kept and squalid. Two old cots, a trunk, and a table with two rickety chairs provide the only furnishings. An ugly orange drape hangs part way over a window looking onto the alley outside. There is little here of any interest, but there is one

crucial clue that the PCs can discover. Inside one of the old shirts in one of the chests, there is a scrap of parchment. On it is written "1 a.m., cove" and the date of the fifth day of the adventure.

If the PCs were noticed coming in here at night, then eight thugs are waiting outside for them, having heard that well-dressed (and therefore rich) people were in this neighborhood. If it is day, then Esmeria has sent the word out, and those same eight thugs follow the PCs and try to catch them unawares in an alley. These thugs want only to steal from the PCs—not to kill them—so they attack to subdue.

Thugs (8): Int Average; AL N; AC 7; MV 12; HD 2 (F2); hp 13 each; THAC0 19; #AT 1; Dmg 1-6 (clubs); SA nil; SD nil; MR nil; SZ M; ML 10.

To the Cove

The PCs can travel by land or sea to reach the cove. Ships are available for hire. Alisha Blackmane will drop them off for 10 gp each, but she will not wait or return them to Lidah. The sea voyage is about 12 hours.

There are two ways to get to the cove by land. The best way is to take the Coast Trail. This route involves two long days of travel to arrive at the cove. The other way, the Pass Road, is much longer, taking almost three days.

A little before dawn on the second day of travel, hungry brown bears wander into camp and dig around in the packs for things they can eat. They only attack if they don't find any other food they can take.

Brown Bears (3): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 36; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8; SA Hug (2-12 on paw hit of 18 or better; continues to fight for 3 melee rounds after reaching 0 to -8 hit points, but dies after -9 hit points are reached); SZ L; ML 10.

Confronting the Smugglers

The action in this phase of the adventure depends on what the PCs do. The smugglers could be encountered and fought in the cove, with some escaping to the farmhouse. Alternately, the PCs could find the farmhouse during the day and take on the smugglers there.

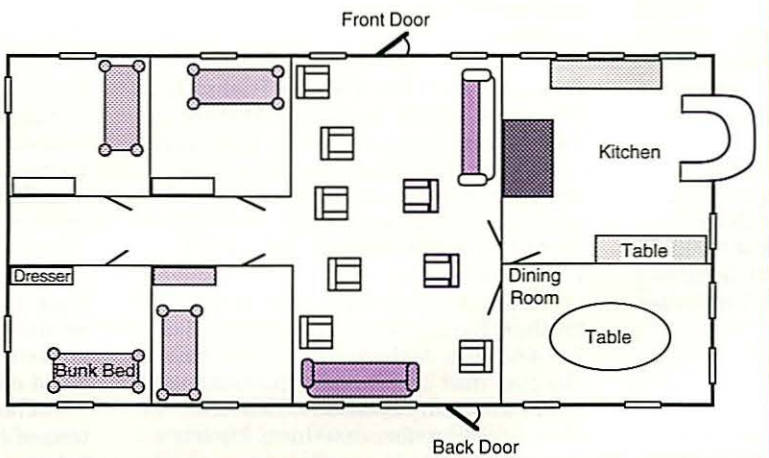
If the smugglers are not stopped, they transfer the goods to the *Death Wave* by dawn of the fifth day. They all head for Ragdana to pick up their repaired ship on the sixth day and resume their pirating.

Pursuit Type	Move Rate	Trap at A	Trap at B	Men at C?
Walking	12	50%	35%	yes
Cautious	24	20%	10%	yes
Moderate	32	10%	5%	yes
Rushed	48	5%	not set	no

The Farmhouse

The farmhouse and barn are in a clearing surrounded by the low scrub and trees prevalent in this area. The clearing is large enough in front for horses and carts to maneuver. There are no tilled fields, for this was never a farm in a true sense. The house was occupied by fishermen and trappers before it was abandoned. There is a garden for vegetables to one side of the barn.

Farmhouse Map



Sixteen smugglers are waiting here to go to the cove. The rest of Dakarsh's 50-man force is away either at Ragdana or trading in one of the smaller towns inland. Horses and wagons are in the barn; the wagons are loaded with goods from the Wave Catcher (see *Conclusion* below for list of goods). If accosted now, they deny all knowledge of any smuggling or pirating. If the PCs start searching the place or are insistent, the gang attacks.

At about 9:30 p.m. on the fourth day, the smugglers hitch up the three wagons (four horses each), saddle eight horses, and 15 of them ride off by 10 p.m. One smuggler remains to watch the house.

There are only two things of real interest, besides some (21) gold pieces and food. Under a bed in one of the far bedrooms is a locked metal box large enough to hold papers. Inside there are shipping manifests from the *Twin Paradises* and *Victory's Sails*, plus a manifest from a ship not mentioned on the PCs' list. There is also a sheet of paper that is in code and can be read only by *comprehend languages* spell, a thief's read languages skill, or knowledge of the code (Dakarsh has this knowledge). The sheet lists work orders for repairs on the *DuMark*.

In the bedroom across the hall, Bruce Pham's spell books can be found wrapped up in cloth under a bunk bed. They have the following spells: *color spray, erase, jump, magic missile, read magic, shield, wall of fog, alter self, flaming sphere, detect evil, Melf's acid arrow, shatter, gust of wind, hold person*

The Cove

The cove is quiet and unoccupied before 11 p.m., when the 15 members of the Nei band arrive. Two men begin patrolling the area, while the rest unload the goods from the wagons. Dakarsh checks them off against the shipping manifest that is included. At about 1 a.m., the pirate ship *Death Wave* anchors off the cove and start sending small rowboats with crew to pick up the goods. The Nei band stays to help load until 5 a.m.

If the sentries spot the PCs, they raise an alarm and attack. Six men led by Borlin Nei engage the PCs while the rest escape on horses, leaving the wagons behind. If the PCs are delayed for five rounds, then the rest have gotten away with a lead. If the PCs are held

for only three rounds, then they can pursue the Nei band (*see below*). The sailors of the *Death Wave*, if present, beat a hasty retreat with whatever goods are already loaded when the PCs attack, because they would rather not be captured. The *Death Wave* sails away as soon as all of its rowboats are recovered. Unless the PCs attack the ship, these pirates should not get involved in any fighting.

Flight to the Farmhouse
The pirates take 20 minutes to get to the farmhouse from the cove. The PCs have some options as to pursuit speed, shown in the table. The percentages for traps indicate the chance of discovering the trap without an active search. If the PCs search, they find the traps automatically. If the PCs do not have horses, they must make a Strength check each round of running or drop to a walk.

If the PCs use Rushed pursuit, they catch the pirates at B. However, each must make two saving throws versus death for his horse on the way. Failure means the horse broke a leg or was injured in some other way which slows the PCs enough to put them in the moderate category (one or two horses lamed) or the cautious mode (three or more horses lamed). If the PCs catch up at B, continue in hot pursuit.

If the PCs are in hot pursuit, the pirates fire 1-3 crossbow bolts at them per round to slow them down, or (if the PCs are catching up) shoot at their mounts. These attacks are at -4 "to hit" the PCs but at normal chances to hit horses. The pirates reach the farmhouse just before the PCs and race for the house door from the barn as the PCs ride up. They make it inside in one round.

If the pirates get away with a lead, Dakarsh sets three traps along the road (marked on the map on page 14).

A: A tied branch that swings into the path when the trip string is pulled. The branch does 1-8 hit points damage and throws the PC from his horse.

B: A dark rope tied across the path which trips any horse passing through. The rider must check against 1/2 Dexterity or horsemanship proficiency or take 1-4 points of damage in the fall.

C: Six pirates are hiding in the trees above the road to leap down onto the PCs as they pass under, and the wizard is hiding in the bushes. This delay allows the remaining pirates to reach the house and take up defensive positions.

Battle at the Farmhouse
The house is well stocked with crossbow bolts and flaming oil (2d6 damage on a direct hit, 1d6 on the second round). The pirates fight until 75% of their number are dead or disabled, then make a morale check. Failure indicates surrender or attempted flight if possible.

Dakarsh attempts to flee after 50% of his men are dead or disabled. A round later, the remaining pirates surrender and tell the PCs where Dakarsh went.

At this point, one of the captives says that Dakarsh murdered their former leader. He even knows where the body is buried and will show the PCs on the way to Lidah. The body is old and partly decayed, but the knife wound in the back is still visible. The turncoat captive wants the PCs to dig it up and take it to Lidah so Dakarsh can be hanged (if not already dead).

Among the cargo there are two *potions of healing* and one *potion of fire resistance*.

Dakarsh Nei (hm T6): Int High; AL CE; AC 3; MV 12; hp 22; THAC0 18; #AT 1; Dmg 1-8 (scimitar) or 1-4 (light crossbow); NWP rope use, set snares; *leather armor +2*, six *bolts +2*, *dust of tracelessness* (4 uses); Thief Skills PP 10, OL 20, FT 20, MS 40, HS 35, DN 75, CW 65, RL 10.

Dakarsh is an orphan with one brother, Borlin. He is 29 years old, 5' 9", 147 lbs, with dark eyes and black hair. His eyes dart back and forth constantly under his bushy eyebrows, like he is always looking for something. He has a reserved manner toward strangers and anyone who is not working for him, and he tends to look shifty. With his men, however, he is somewhat imperious, expecting them to obey immediately. He speaks a lot of thieves' cant and is sometimes hard to follow. He is not fond of anyone but his brother. Dakarsh took over this gang by killing the former leader.

Borlin Nei (hm T4): Int Average; AL CE; AC 7; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1-8 +1 (longsword); NWP rope use, thieves cant; *long sword +1*, *bag of holding*; Thief Skills PP 10, OL 15, FT 15, MS 35, HS 30, DN 35, CW 65, RL 0.

The younger brother of Dakarsh, Borlin is bigger and stronger than his brother. Borlin relies on Dakarsh to make important decisions for both of them, and he trusts his brother implicitly. Borlin speaks mostly in thieves' cant, the only real vocabulary he knows, and non-thieves find him very confusing.

Bruce Pham (hm W5): Int High; AL NE; AC 10; MV 12; hp 14; THAC0 20; AL NE; #AT 1; Dmg 1-6 (staff); Spells 1st - *color spray, jump, magic missile, wall of fog*, 2nd - *flaming sphere, Melf's acid arrow*, 3rd - *hold person*.

Bruce is a cocky 37-year-old with dark hair and eyes and a stocky build.

Pirates (13): Int Average; AC 7; MV 12; HD 2 (T2); hp 12 each; THAC0 19; #AT 1; Dmg 1-6 (short sword or club) or 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12.

Eight are armed with short swords, three with long swords, and two with clubs. In addition, eight of the men have light crossbows and three have nets. They wear studded leather armor.

Conclusion

Back at Lidah, the pirates are arrested and thrown in the deep dungeons. The next day, a trial is held. With the PCs' testimony, the recovered goods, the manifests, and the other evidence from the farmhouse, the pirates are convicted and thrown into even deeper dungeons for a long time. Dakarsh, as leader, is sentenced to death by keelhauling. If you wish to make this stretch into other adventures, Dakarsh could escape.

The wagons contain four and a half tons of cargo. Two and a half tons belongs to Kuluush and is composed of 10 bolts of rich cloth, 17 bolts of fine cloth, and six bolts of common cloth. This cargo is worth 28,200 gp. The rest of the cargo, worth 15,750, gp belongs to other merchants, who pay 5% of the value as reward. The total reward is 2,197 gp. The PCs also receive their pay for the job, the magic items from the criminals, the potions in the cargo (unclaimed), and the thanks of Kuluush, the Merchant Guild, and Master Phitas Surengale. Dispose of the other goods (wagons, horses, ship) as best fits your campaign. ❑

A World of Your Own

Dark and Alien Places, Part 1

by Roger E. Moore

Creating a "home grown" AD&D® campaign is really a labor of love. You do it because you feel the creative spark and have the time and energy to give it free rein, to build something that goes beyond the norm. However, players often prefer the realism and security of a fantasy campaign world that resembles medieval Western Europe (e.g., TSR's FORGOTTEN REALMS® or GREYHAWK® settings); ignoring this issue may leave you with no players in your campaign.

The two AD&D worlds designed in our last issue, Albarin and Moraad, have fantastic qualities but are still reasonably Earthlike (perhaps I should say "Oerthlike"). But more unusual worlds have their appeal, too. People like the DARK SUN® and Kara-Tur settings because these are different and have popular elements within them, such as psionics and powerhouse player characters, or samurai and ninja. When designing an original AD&D setting, a DM should expand the allowable types of characters, monsters, and adventures to broaden the campaign's appeal and draw in players. If part of your campaign is necessarily limited, other parts must be broad, popular, or flexible to make up for the loss of options.

Caroline, the DM for the "elven Camelot" world of Albarin, allows a few non-Albarin PCs to enter her campaign, but she prefers native PCs, who must all be high elves. Luckily, high elves have many class options and can reach fairly high levels; lots of gamers like them. Dragons, knighthood, and high-fantasy heroism are popular, too. Caroline can accommodate both hack-and-slash gamers and "deep end" role-players in her adventures, encouraging the latter by working out past histories for PCs, involving PCs in family or tribal politics, and setting up personal relationships between PCs and NPCs. If some players feel the setting is too constrained, she lets their PCs leave (using a magical gate opened when the major adventure is completed) but always leaves the door open for their return.

Mike, the DM for the besieged world of Moraad, isn't particular about the issue of native vs. outsider PCs. He uses Caroline's tactics to produce deeper role-playing, but his campaign really centers around combat and saving the world. He allows a range of PC races (more if outsiders are counted), and the main villain is Lolth, a well-known figure who's been around in AD&D literature for almost 20 years. The dirty tricks used by the gnolls and other humanoids keep the players challenged and excited. Players and their PCs can come and go as they like, using a variety of means. Best of all, the notion of saving the world has much appeal if handled well.

In this issue and the next, two more original campaigns are briefly detailed—ones with unearthly conditions, since neither world has sunlight or day/night cycles! This is a major divergence from the norm, but each world builds its appeal by using popular elements found in other AD&D campaigns, as well as encouraging atmospheres of mystery, danger, and the unknown.

The Dungeon Planet

Beth and Ron are fans of elves—dark elves, that is. They heard from a friend at the local hobby shop that one of the old SPELLJAMMER® accessories (SJR6 *Greyspace*, pages 10-16) had a planet in it mostly peopled by drow; thrilled, they scoured the stores until they found a copy, learning more about this world from the old SPELLJAMMER boxed set's *Lorebook of the Void*, pages 89-90.

Kule (a.k.a. Celene, or the Handmaiden) is the smallest and closest of Oerth's two moons—Oerth being the homeworld of the Greyhawk campaign. A blue, airless globe less than 100 miles across, Kule keeps one face always toward Oerth. Its rough, cratered surface has many ancient ruins, but below them are extensive passages, subterranean lakes, and cavern cities inhabited by drow, kuo-toa, mind flayers, and the like.

The 20,000 drow of Kule live in one enormous city, Urrq'azzt, built in lava tunnels beneath an extinct volcano. The volcano's crater is filled with air, and spelljammer docks were built on the crater floor. Vast underground farms feed the population. Lolth is, of course, worshiped, and a matriarchy of priests is in charge. Of the 15,000 mind flayers, two-thirds live in one large city called Sharp Beak, which has a minor spelljammer port; the others live in small groups nearby. Kobold slaves and other unfortunates serve as food for the illithids. Humans and other beings live beneath Kule, but not in great numbers.

Beth and Ron are overjoyed. Many of the players they know also love to play drow PCs, and all the players they know love dungeons. They quickly decide to create an all-dungeon underdark campaign for this planet and its inhabitants—with, of course, a few changes.

Modifications: The Urrq'azzt government as detailed in *Greyspace* is too rigid for chaotic drow, think Ron and Beth; they add some mutually hostile family houses, each with its own political agenda; rapid changeovers in government personnel as individuals are "removed" or fall out of favor; and a thick topping of personal rivalries, treachery, spying, theft, and intrigue.

The drow of Kule are noted to be less xenophobic, violent, and repressive than drow elsewhere. This suits the two DMs fine, as they want to allow for neutral and good drow NPCs and PCs. Many Kule drow are still chaotic evil, but an equal number are of other alignments, mostly chaotic. These drow (even the evil ones) are more likely to torment or banish foes instead of killing them. This prolongs drow PC lives while motivating them to avoid capture, dishonor, humiliation, fines, theft, slavery, torture, mutilation, or being cast out of their families or city.

How did these drow change? Urrq'azzt is a spelljammer port, so Ron and Beth make it a major stopover for wildspace drow from Toril, Oerth, and secret bases in the Grinder of Greyspace. Many drow citizens here travel widely and have a cosmopolitan view of the multiverse. Government drow travel much less and are more traditional (chaotic evil and intolerant) in their views. Unpopular government decrees are thus often ignored by the populace.

In the process of reviewing his old drow gaming materials, Ron looks at the out-of-print AD&D module Q1 *Queen of the Demonweb Pits* and gets an idea or two. Lolth is interested in conquering Oerth itself, among other worlds; perhaps she means for the drow of Kule to serve this end in some fashion, such as spare troops (not that most of the drow of Kule would think much of this plan). He files the thought away for future reference.

Even more interesting is Ron's rediscovery of the Labyrinth of Arachne, a seemingly endless dungeon-universe in Q1, on page 16. What if, he thinks, the Labyrinth is part of Kule's underdark? Lolth uses it to breed her spider pets and dispose of unwanted prisoners, using her magical gate in the Demonweb to reach this area. Ron now remembers something from *Lorebook of the Void*, on page 90: "There is some speculation that dimensional links exist between the ruins of Kule and the Oerthian underdark." It fits! Ron will draw out maps for this region later as the campaign expands.

The drow and illithids are concentrated in very few spots in Kule's underworld, most likely where water and air are plentiful. Beyond that is an underground world of artificial tunnels, volcanic tubes, water-carved caverns, etc. How far does this underdark extend? If Kule is at most 100 miles in diameter, its surface area equals at most 4 x pi x (50 x 50) = over 31,400 square miles. A one-level-deep cave system just below the surface would thus cover an area about the size of South Carolina—but you can put another level below that, and another level below that, and so on, right down to the core. Kule could have millions of miles of tunnels. Perhaps there is even a "bubble" of air at the center, where ancient ruins and treasures lie about, guarded by terrible foes.

So, what lives down here in this lightless habitat? Aside from the Labyrinth's spiders, our DMs add underground beasts from sources like the *Dungeoneer's Survival Guide*; GREYHAWK modules D1 *Descent into the Depths of the Earth*, D2 *Shrine of the Kuo-Toa*, and D3 *Vault of the Drow*; and FORGOTTEN REALMS accessories and adventures like *The Ruins of Undermountain*, *Ruins of Undermountain II: The Deep Levels*, *The Drow of the Underdark* and the MENZOBERRANZAN™ boxed set. Beth adds rock-eaters like thoqqua, osquips, and denzelians to Kule's subterranean ecology, to guarantee new tunnels to explore, and the usual fungi, rothe, bats, rats, bugs, molds, and slugs—a nasty mess. And there are undead of all types, though they are thankfully rare, and sometimes you find albino carnivorous apes.

New monsters are created by revamping real-world cave creatures or tinkering with AD&D game ones. Giant cave crickets, giant millipedes, giant blind fish, giant beetles, pedipalps, solifugids, and more are culled out and altered. Some creatures are given luminescent eyes or antenna lures, like deep-sea fish; many have superb infravision, up to 120 feet in range. Some have minor spell-like powers, like the ability to shoot burning hands spells from their mouths or magic missiles from their eyes. Ron

and Beth ensure that no player will know all there is to know about a monster. Spiders in particular are divided into many new, awful species that eat drow as easily as anything else.

The drow and mind flayers have a quiet, vicious war going between them, with the outnumbered kuo-toa killing whomever they can catch. Other Oerth races here (fewer than 1,000 of each) include dwarves, duergar, gnomes, svirfneblin, stout halflings, goblins, humans, derro, pech, outcast driders, myconids, centaur-ants, jermalaine, snyads, mites, troglodytes, beholders, trolls, wererats, crysmals, and kobolds who escaped from the mind flayers. From Toril come a few cloakers and deep dragons. From the Elemental Plane of Fire, now living in the few active volcanos present, are salamanders, fire bats, mephits, magmen, etc. The Elemental Plane of Earth contributes its share of odds monsters, too.

These beings arrived in a variety of ways: caught by Lolth and dumped in the Labyrinth; enslaved by other races who got here by spelljammer, spell, device, or gate; hired by spelljammer drow as mercenaries; walked through unrecorded gate in another world's underdark; read cursed scroll; etc. Some can be used as PC races, like the humans, dwarves, gnomes, halflings, and beings from *The Complete Book of Humanoids*. Escaped kobolds from Sharp Beak would love to help drow defeat the nasty illithids who were going to eat them. If the DMs are up to it, new PC races can be created (e.g., derro, troglodytes, wererats, snyads, and mites). Nondrow PCs would nearly always be either favored slaves seeking freedom or hired help, making for interesting role-playing between characters.

What's not present? Aboleth, mainly (too powerful, not enough water). Nondrow elves are killed on sight. Any creatures with no reason to go underground are absent, including huge critters and those that need sunlight to live.

Ugly surprises are also in store. The mind flayers, for instance, have not only psionics but psionic-powered magical devices never before seen. Mind flayers are kept out of sight for the most part to keep their appearances special and horrific. Derro are also psionic, but they are given clever trap- and tool-making skills, with nasty devices like glass green-slime grenades and poisoned crossbow bolts.

The drow of Kule keep time in their dayless domain using complex water clocks, though magical timepieces are not unknown. As drow are chaotic, however, no two clocks show the same time. Every 91 Oerth days, the drow can look up from their spelljammer port out of the cone of their volcano and see Oerth above eclipse the sun; this holy day starts one of their "months," and four such months equals a year (which exactly equals an Oerthian year). Kule, of course, has no true days and nights (much less seasons); the drow don't care, waking or sleeping as they please in no set schedule.

Finally, the drow of Kule import the magical mineral tumkeoite from Erelhei-Cinlu (the drow city in AD&D module D3). Tumkeoite, described in module D3, emits ultraviolet light as it decays, and UV light is the special radiance that grants drow weapons, armor, and items their great bonuses. Tumkeoite is incredibly valuable to all drow—thus, it is valuable to their enemies as well.

Initial Quest: Beth and Ron will alternate as primary DMs, with the secondary DM running monsters or major NPCs who interact with the PCs. Once the players have created their characters, they are made part of the same house or family of drow; nondrow are allied with or enslaved by that house. The PCs' early missions, given by their house, include investigating a reported mind-flayer outpost near their city, hunting for a thief and stolen tumkeoite, and playing elaborate tricks on an enemy house.

The players develop their own missions for their PCs, too. An enslaved goblin longs to become a free warrior. A drow wizard hunts for magical items and spells of his own. A priestess hunts for the drider who killed her father. A free dwarf thief plots to destroy and loot all mind-flayer colonies.

The bigger picture appears as the PCs explore their world. Are there gates here to other planes, worlds, or drow cities? What if Lolth attempts to get these rebellious drow to do her bidding? Where would a spelljamming trip lead? What do the mind flayers secretly plan for their enemies? What lies in the ruins on the surface, or in the endless unexplored parts of this dungeon world? Beth and Ron have lots for the PCs to do.

Player's Viewpoint: The PCs will spend nearly all of their time in tunnels, caves, and their buried city. As the upper world is in vacuum, PCs will rarely go there. The greatest mysteries around lie on their own world, with its hundreds of thousands of miles of tunnels. Beth and Ron never let the players think their world is fully explored just because a spelljammer can look down on it from above. Few drow are even aware of the Labyrinth's presence, for instance, and the layout and defenses of the distant mind-flayer city are uncertain. The drow city is a tiny speck on a moon whose underdark they barely know.

Resources: Aside from previously mentioned products, Ron and Beth make use of books on real-world caves, spelunking, and cave life. Color pictures of cave formations are passed around the room, as part of an adventure or to emphasize the alien nature of the underground world. Future game products on the AD&D underworld, such as *Night Below* boxed set due out this December, could be cannibalized for more clever ideas.

Next month: The sun goes out.

Acknowledgements: I appreciate the commentary that gamers offered about parts of this material on America Online, in the TSR Online section. Special thanks to DTorsiello, BrettE1, and MB Drapier, who told me how to spell "Erelhei-Cinlu."

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Next Issue

- DRAGONLANCE® campaign expansion
- DRAGON DICE™ Tournament Rules
- WINTER FANTASY™ Convention pre-registration information
- Club Decathlon Competition for 1996
- A Look at the Network in 1995: The Year in Review

Putting It On Paper

Writing Good Scenarios for the RPGA® Network

Two statements stick in my mind, probably because I have heard them both so many times. The first is, "Heck, I could write a better tournament than that." Sometimes, the expletive is stronger. The second statement is, "What kind of events are you looking for?"

My response to the first question is to invite you to write Network scenarios. The purpose of this article is to help you understand how to make this possible.

One stumbling block I see is that many people do not know just how to turn their great ideas into a workable Network tournament. Based on my experience, it is far easier to create campaign adventures than tournament adventures, where time and proper game balance are key considerations. I also frequently see people unconsciously begin writing under the assumption that they will be running the tournament; that the judge can read the author's mind. Once you have written a few scenarios, and seen them run at conventions, you begin to see how much information must be included so that a complete stranger can run your event.

Define Your Goals

In every project, defining your goal before you begin is very important, and in tournament writing, this is especially true. If you do not keep your goal in mind, then you will most likely be dissatisfied with your tournament. Here are some goals that may apply to tournament writing:

* To provide a good time for your friends
* To express your creativity
* To begin working toward a freelance designing career
* To pay homage to (or satirize) something or someone
* To make a name for yourself in the Network
* To earn Service Points

There are doubtless others. The kind of goal you set determines the kind of tournament you will write.

What is a Tournament?

A tournament is an adventure in which some protagonists attempt to accomplish a goal. Sound like a story? It's not, yet. There are a couple of critical differences that you have to keep in mind. First, a tournament is a scenario set in some game rules. A story does not have rules. Second, when you write a story, you control the actions of the protagonists. When writing a tournament, you do not. A tournament is only a story once it is played, not before. It is most important that you do not think you are writing a story. Many players do not like to be led through a story; they would rather play a game.

To create a good tournament, you define a basic plot, create some player characters (PCs), create some people to interact with them (NPCs), and determine how the PCs can interact with the plot (encounters). You set the story up; the players will make it come alive.

However, several elements of story are indispensible to the tournament author. A good tournament does have a sound plot, or overall flow of events. A plot could be as basic as, "The player characters attempt to thwart a gang of pirates." It could be more complex, perhaps involving several groups vying for power in a city setting. In this plot, the PCs could be one of the groups, or could be manipulated by one or more groups, or both. The point is that you can sum up what is happening in the tournament in a couple of sentences. A good plot is reasonable and believable.

There are three general types of plot structures: linear, location-based, and matrix. Any of these can be used to create good tournaments.

• Linear adventures, the most common, are constructed so that A leads to B, which leads to C, and so on. There are no options on which order to take the encounters. When taken to extreme, this is the "lead by the nose" approach and should be avoided, as such. The key to writing good linear adventures is to create the illusion of choice; there could be many choices, but the next encounter is the most logical.

•Situation-based adventures involve encounters which occur when the PCs

reach some site or time. Location-based adventures are slightly better, but time-based encounters can be used to very good effect as well.

• In Matrix adventures, each encounter is interconnected with several others. For example, A leads to B, C, or E. C leads to D, F, or back to A. The PCs can take one of several paths, though the adventure usually ends in a climactic encounter that may or may not depend on how the PCs got there.

With a plot in mind, create a master villain or adversary. All tournaments involve a conflict between some people and someone or something else. A master villain is not always necessary, as in the plot where the PCs must carry something through a treacherous wilderness and survive natural disasters. The nature of the adversary will determine what encounters will occur in the adventure, so fully developing him, her, or it at this stage is a good idea. The development of minor villains, allies, and other NPCs can wait, since they serve "at need."

Once the major opposition force is determined, it is time to outline the encounters. At this stage, just a list will do. An encounter is technically any opportunity for the PCs to interact with anyone or anything besides each other. For tournament purposes, it is an interaction between the PCs and something or someone which takes more than a couple of minutes to resolve. For example, a passerby bumps into one of the PCs. This is a situation. If the passerby steals something from the PCs and leads them on a merry chase, or beckons them into an alley to give them information, then it becomes an encounter.

The basic types of encounters are combat, negotiation, problem solving, trap, and dilemma. Good tournaments use a variety of these types to challenge players on different levels.

The types of encounters you choose, and the order, depend on the plot you have decided on and the nature of the adversary. Encounters allow the PCs to discover information and try to thwart the villain, and allow the adversary to thwart or kill the characters. When outlining your encounters, put yourself in the villain's mind and think of what he or she would do to advance his or her scheme. Consider the response of the environment, and then allow for possible character choices. The encounters must cover all the probable sources of help and hindrance to the PCs, plus advance the villain's plot. If there is no villain, consider the consequences of the adversary on the PCs, NPCs, and the environment.

Avoid putting in encounters only because you as author feel that they would be cool. A sense of continuity is important. If you want to include puzzles, then something reasonable in the plot or NPCs should fit puzzles. Keep in mind that the whole has to be believable, or the players will be dissatisfied.

Experience shows that six to eight encounters occupy players for about three hours, the length of the playing time in a game slot.

Now that you have a plot, a villain, and an outline, it is time to write the player characters.

Player Characters

The roles of the protagonists are taken by the player characters. These beings can be anything you want. In the past, there have been sentient magic items, dogs, dinosaurs, and dragons. However, humans and demi-humans are more common because they are easier to relate to. The key things to keep in mind are that they should be balanced with respect to each other and they should be able to complete the adventure you are writing. That is why you are writing them now, before the adventure is fleshed out.

Each game system has a means for determining equality of power. To balance PCs in the AD&D² game, create them with the same number of experience points and roughly the same number of stat points. In *Star Wars*, you give them the same total number of dice in their abilities. Give magic or technological items of approximately equivalent power, but suited to their personalities and professions. People do not, in general, keep items that they cannot use without a good reason.

While statistics are important for player characters, and you should work to get them right, personality notes and interaction information are more important. Player characters should be interesting and fun to play. They should be detailed enough so that players can portray them as you picture them, and yet not so detailed that there is no room for the player to add his or her own stamp. Interaction information is what the characters know about each other; this helps the group to start up, and work together as a team.

The number of player characters required for a RPGA tournament is six. Occasionally up to eight characters can be used, but six is the optimal number. Player characters should be no longer than three pages, unless you are providing spell lists with check boxes for spellcasting characters. This kind of list is very helpful for the player, and saves a lot of time at the gaming table.

Fleshing Out the Adventure

With player characters done, pull out your outline and begin writing. Here are some important things to consider:

• Provide an Adventure Background detailed enough that any DM can understand what is going to happen. Provide all necessary explanations and background material. On the other hand, do not provide useless additional information. This only clutters and obscures the plot, which you want the DM to see clearly.

• When detailing an encounter, create NPCs as necessary to make it serve its purpose. For example, if in Encounter Six the villain suddenly needs another henchman, give him one. Provide enough detail so the judge understands how the encounter fits into the overall scheme, yet not too much (do not explain the plot again, for example).

In most cases, statistics for opponents and allies are required; the judge should not have to derive these from game books. The standard format for stats in RPGA tournaments is:

Monster (#): Int Very; AL LN; AC #; MV #; HD #; hp #; THAC0 #; #AT #; Dmg range (weapon); SA describe or nil; SD describe or nil; MR #% or nil; SZ T/S/M/L/H/G (choose one); ML #.

Descriptive paragraph if needed.

Name, race and gender, Class and level: AL LN; AC # (armor); MV #; hp #; THAC0 # (adjusted THAC0 #); #AT #; Dmg range (weapon); SA describe or nil; SD describe or nil; Str #, Dex #, Con #, Int #, Wis #, Cha #; MR #% or nil; SZ T/S/M/L/H/G (choose); ML #.

Magic Items: *ring of aaa*.

Spells: 1st level - *xxx*; 2nd level - *zzz*.

Special powers or skills: describe.

Descriptive paragraph if needed.

• The names of magic items and spells should be in lower case italics. Only proper names are capitalized. To state race, gender, class, and level, use the abbreviations below.

• If an encounter involves people or creatures who know things which the PCs could reasonably find out, the relevant knowledge of each participant should be listed.

• Be sure that each encounter has more than one way of being resolved, and that there are several ways to discover each clue necessary to solving mysteries or puzzles. At least two PCs should have the abilities necessary to resolve any encounter or solve any problem.

• If you create new creatures, spells, magic items, or whatever, detail them as fully as possible. It is better to provide such details in an appendix, where it will not interrupt the flow of the tournament. Format new creations in the standard formats used in the game system in which your adventure is set.

• Maps and handouts are nice extras. Maps help the judge see where things are happening, and should be provided even if the players do not need them. Handouts for players get them more involved. If you create puzzles or long sections which should be read to the players, you might think about putting them in handouts.

• **Ethics Guidelines**

TSR has a set of standard ethics guidelines which apply to all published products. Your tournament must comply with the following:

- Never portray evil in an attractive light. Evil characters should be portrayed as foes.

- Do not give explicit details and methods of crime, drug use, or magic that could be duplicated and misused in real-life situations.

- Crimes should not be presented in such a manner as to inspire others to imitate criminals.

- Drug and alcohol abuse may only be presented as dangerous habits and must not be portrayed as attractive.

- Agents of law enforcement, such as guards and constables, should not be depicted in such a way as to cause readers to disrespect current authorities.

- Slang and colloquialisms are all right to use in dialogue. However, excessive use is discouraged, and is not recommended in descriptive passages.

- Profanity, obscenities, and vulgarity are not acceptable. Lust and sexual perversion should not be portrayed or implied in submissions.

- The use of drama and horror is acceptable. However, detailing sordid acts and excessive gore must be avoided. A good writer can imply situations without graphically detailing them.

- Current religions should not be depicted, ridiculed, or attacked in any manuscript. Ancient or mythological religions can be portrayed in compliance with the other ethical considerations presented in these guidelines.

- Magic is an integral part of many fantasy role playing games. However, we will not consider submissions which include actual rituals, such as incantations and sacrifices.

Editing and Proofreading

Once you have written the entire tournament, it is time to go back through and edit it. Check for spelling and grammatical errors, but also look for extraneous information, redundant sentences, ambiguous language, sections that are missing, and such as that. Read your manuscript out loud and see if your words make sense. By doing this, you can avoid sentences like:

"XX is not to be killed in this encounter. If he is killed, he stops attacking and surrenders."

"If the PCs attempt to enter with weapons, the maitre d' will ask that they remove them three times."

Playtesting

This step is crucial. Playtests uncover the holes in your plot and problems with the encounters. A playtest also shows whether your event can be completed in three hours, the length of playing time in a Network game slot. The best playtest conditions involve someone else running your event while you watch and take notes.

Submitting It

Well, your masterpiece is completed and sitting on your word processor just waiting to be used. How do you submit it to Network HQ? This is the easiest part. Send a printout of the tournament, and a 3.5" disk with the files on it, to Network HQ. We are no longer accepting tournaments without electronic files, which must be compatible with Word 6.0 or WordPerfect 5.1 for DOS. Many file formats can be translated into one of these.

Include a Standard Disclosure Form, available from HQ. The staff cannot even look at your manuscript without the signed Disclosure Form. If you are submitting your tournament for a specific convention, write the name of the convention and the contact name and phone on the Disclosure Form.

Include a SASE with enough postage to return your manuscript; HQ is not obligated to return a manuscript unless you provided a SASE.

Abbreviations for NPC Stat Blocks

Class		Race	
F	Fighter/warrior	h	human
Pal	Paladin	d	dwarf
R	Ranger	e	elf
W	Wizard	he	half-elf
W(I)	Illusionist	half	halfling
W(T)	Transmuter	g	gnome
W(N)	Necromancer	ho	half-orc
W(A)	Abjurer		
W(C)	Conjuror	**Gender**	
W(D)	Diviner	m	male
W(E)	Enchanter	f	female
W(IN)	Invoker		
P	Priest	Anything not listed here should be written out.	
P(Sp)	Specialty Priest		
D	Druid		
T	Thief		
B	Bard		

What Network HQ is Looking For

I have not forgotten the second question. HQ sanctions one-, two-, and three-round tournaments for many role-playing games on the market today. AD&D® game, *Shadowrun, Star Wars, Call of Cthulhu, Paranoia*, and *Champions* are the most requested tournaments. If you want to write for another game system, try to get together with a convention that can use the event; otherwise, it may not see play. More than anything else, the Network can use plenty of good tournaments. So, what are you waiting for?

❑

Conventions

ShaunCon XI, Nov 3–5, Kansas City MO—New date and location! This convention will be held at the Park Place Hotel in Kansas City MO. Special guests include representatives from White Wolf, Mayfair, Wizards of the Coast, and TSR Inc. Events include role playing, board, card, and miniatures games with RPGA® Network games, *Magic: the Gathering*, and *Puffing Billy*. Other activities include an art show, a video room, dealers, and the 1995 Midwest region Feature Finals. Contact: ShaunCon XI, PO Box 7457, Kansas City MO 64116–0157; email ShaunCon@aol.com.

Gold Con, Nov 4, Clark NJ—Located at the American Legion Hall in Clark NJ, Gold Con will feature RPGA Network sanctioned LIVING CITY™ events, a Duelist Convocation sponsored *Magic: the Gathering* tournament, Games Workshop supported games, as well as AD&D® games, *Space Hulk* and *Circus Maximus*. Preregistration costs $8 and registration at the door costs $10. Write to A U Gamers, PO Box 493, Budd Lake NJ, 07828 or call Steven at (201) 347 2351.

Rock–Con XXIII, Nov 4–5, Rockford IL—Held at the Rockford Lutheran High School on 3411 N. Alpine Rd in Rockford. This year's con will again be host to a very special event: the 5th annual Megaintergalactic Empire Builder Championship Tournament, sponsored by Mayfair Games and Black Hawk Hobby Distributors. Other events include games from Avalon Hill, ICE, White Wolf, FASA, TSR (including RPGA Network events), Mayfair, GDW, and others. There will also be the annual Rock–Con auction, and there will be a dealers room as well. For preregistration or information, write: Rock–Con XXIII, 14225 Hansberry Rd, Rockton IL 61072.

SoonerCon, Nov 17-19, Oklahoma City, OK—In the Century Medallion Center, this con will feature guests Spider and Jeanne Robinson, artist Don Maitz, author Tim Powers, TSR designer Julia Martin, and RPGA Network Coordinator Scott Douglas. Gaming events will include an RPGA Network Clubs Decathlon event, a 3-round feature, a 2-round teams event, LIVING CITY, Virtual Seattle, and more! For more information, call games coordinator Ron Jacobs at (405) 794-1814, or email at SHanson@aol.com

Santa Con, Dec 9, Honolulu HI—this convention will be held at the Kaala Rec Center at Schofield Barracks. This benefit event will donate the proceeds to Toys for Tots. Events include RPGA Network events, card games, and much more. For more information, write to: Eric Kline, PO Box 90182, Honolulu HI 96835–0182.

SunQuest `96, Jan 5–7, 1996, Orlando FL—Located at the .Sheraton Plaza Hotel at The Florida Mall, this con will feature RPGA Network sanctioned and independent role playing events, naval and fantasy miniatures, *Magic: the Gathering* and other card games, Florida's first *Puffing Billy* railroad tournaments, an art show/auction, and special charity events. Guests include Jean Rabe, Tom Prusa, Jackie Cassada, Nicky Rea, Darwin and Peter Bromley, and artist Ruth Thompson. Preregistration $20, onsite registration $30. For more information, write to SunQuest `96, PO Box 677069, Orlando FL, 32867–7069. Email on GEnie: T.REED10, AOL: RFarns, CompuServe: 72337,234. For hotel reservations, call 1 (800) 231 7883 (specify SunQuest).

ATCON, Jan 26–28, Austin TX—A fantastic mix of role–playing, card games, and strategic games, held at the Ramada Inn on Ben White in Austin. There will be RPGA Network events, and our special guests will be Jean and Bruce Rabe. We will also have a benefit auction for the Faith home. The cost for preregistration is $15, or $12 for GOAT or Network members. For more information, contact Gamers of Austin Texas (GOAT), 3816 South Lamar #2019, Austin TX 78704, or call (512) 867 3821.

Total Confusion X `96, Feb 22–25, 1996, Marlboro MA—We have expanded our timetable and events! Events will include: the AD&D game *Assault, Axis & Allies, Battletech, Call of Cthulhu, Car Wars, Champions, DC Heroes, Diplomacy GURPS, Jyhad, Magic: the Gathering, Paranoia, Railroad, Risk, Shadowrun, Space Hulk, Star Fleet Battles, Vampire,* and *Werewolf.* There will be over 200 scheduled games, a miniatures painting contest, and a dinner theater production. Preregistration costs $10 per day or $30 for all four days; registration at the door costs $12 per day. For more information, contact Total Confusion, PO Box 604, North Oxford MA 01537 or call (508) 987–5244.

Concentric, Mar 7–10, Park Ridge IL Come to the Center of the Universe! Concentric brings the best in gaming to the Chicago area. Network events include two first run LIVING CITY events, first run Virtual Seattle, plus Feature, Masters, LIVING JUNGLE, *Star Wars*, and *Champions*. The LIVING CITY interactive and the convention-long *Vampire* interactive, great miniature events, card game tournaments, and more make this the convention that you cannot afford to miss. Special guests Tom Wham and Susan Van Camp. Write to Concentric, 114 Euclid, Box 287, Park Ridge, IL 60068. Network judges email silverwyrm@aol.com to volunteer.

Egyptian Campaign, Mar 29–31, Carbondale IL—The SIUC Strategic Games Society is hosting Egyptian Campaign 1996 in the ballrooms of Southern Illinois University's Student Center in Carbondale IL. Doors open at noon on Friday and 8:00 am on Saturday and Sunday. There will be the AD&D game, an RPGA Network tournament, *Vampire, Shadowrun, BattleTech, Warhammer 40K, Warhammer Fantasy Battle,* and a *Magic: the Gathering* tournament, as well as many other board, miniatures, and role–playing events. There will be an auction, a miniatures painting contest, and special guests. The cost is $10 for preregistration or $12 at the door. For more info and a preregistration packet, send a SASE to: Egyptian Campaign '96, The Strategic Games Society, Office of Student Development, Southern Illinois University, Carbondale IL, 62901–4495, or call Joel Nadler at (618) 529 4630. Email us at ecgamcon96@aol.com.

Classifieds

DELAWARE: Hail and well met, friends. I am Victor Rein of Smyrna, DE area. I seek DMs and players who love to visit the FORGOTTEN REALMS® campaign world. Interested parties may contact me at P. O. Box 51, Smyrna, DE, 19977 (Victor A. Rein, Jr.)

PBM TOURNAMENT: The Champions of the Golden Dragon are going to be running a play-by-mail tournament, if we can get enough players. Set-up and the first turn are free. All turns after that will cost 50¢ each. Contact: Steve Fletcher, 510C West Harbison Road, Pittsburgh, PA, 15205, phone 412-787-7626.

PBM: Join the Champions of the Golden Dragon. The cost is $8 (or $7 for RPGA® members) and lasts a year (12 issues of the newszine). We are a Network–chartered club and we are trying to print a newszine. Why join? Because we are a play-by-mail club. We currently play two games and three more are in the works. Contact: Steve Fletcher, 510C West Harbison Road, Pittsburgh, PA, 15205, phone 412-787-7626.

WANTED TO BUY: SSI computer games, the D&D® *Rules Cyclopedia*, GREYHAWK® *From The Ashes* Boxed Set, FORGOTTEN REALMS *Adventures* Book, DRAGONLANCE® *Adventures* Book, any *Grimtooth Traps* books, Task Force Games' *Heroes of Legend*, Prime Directive. All in good condition. Please send price list to David Webber, 2801 Choctaw Ct., Woodward, OK 73801-1916.

PLAY BY MAIL: Looking for players to play RAVENLOFT®. Both new and old players welcome. Would like to join a group for PBM FORGOTTEN REALMS (or any other AD&D® game) and *Marvel Superheros*. Will DM RAVENLOFT new and old sets. All standard character classes (including psionicist) welcome. First come first serve. Chris Parker, P. O. Box 1119, Crystal Beach, TX 77650.

KOREA: 33 year old male military dependant gamer seeks game in Yongsan/Seoul area. I live just off Main Post at the Commissary Gate, and I am looking for a weekly game. I DM the DARK SUN® AD&D. I play any RPGA, but have experience in AD&D/D&D, limited experience in other RPGA games with a willingness to try and learn. I want to play weekly or bi-monthly. I PCS in June, 1997. Contact me Tuesday-Saturday 0800-1700 at 738-2222 ext. 6510, ask for Bennett.

Available Tournaments

LIVING CITY™ Events

A Goodly Apple
Robert Wiese
A Wedding Summons in Ravens Bluff
Ed Gibson
All for Love
Glen Goodwin
An Ape for Mr. Mooney
Jean Rabe
And the Body Dies
Robert Wiese
Cliche'
Wayne Melnick
Dark Harvest
David W. Baker
Darkstar
James Alan
Day at the Circus
David W. Baker
Death in the Shire
Kevin Melka
Die, Scum!
Paul Gosselin
Dragon's Eye
James Alan
Friends in Low Places
Paul Gosselin
How Long Can You Tread Water
Dave Schnur
Inferno in the Living City
Ed Gibson
Knight Mission
Stephen Glasgow
Last Stand At Dragon Falls
Tom Prusa
... Leads to Another
Todd Kline
Loan Application
Elizabeth Patterson
Luck Takes A Vacation
Daniel S. Donnelly
Mercenaries, Judges and Wives
Neal Wilhite
My Death Bow
Doug Smith
One Thing . . .
Todd Kline
Only the Good Die Young
Kevin Melka
Petal of the Night's Rose
J. Alan Fawcett & Seth Forman
Quest for Survival
Greg Lloyd
Repossession
Elizabeth Patterson
Rod of Guile
Carl Buehler
Sarbreen, the Undying City
Ed Gibson
Short People, Too
Tom Prusa
Slugfest
James Alan
Special Delivery
Robert Wiese
Stolen Property
Stephen Glasgow
Stop the Madness!
J. Alan Fawcett
Strongwind
Doug Smith & Glen Goodwin
The Case of Raymond's Oyster Farm
Steve Hardinger
The Crest of Doom
John Fitzpatrick
The Heart of Ilmater
Brian Burr
The Hunt for Discount Merlin
Cheryl Frech
The Ice Mage Cometh
Elizabeth Patterson
The Inner Sea Romance
Daniel S. Donnelly
The Perils of Politics
Robert Wiese
The Rat Pack
Brian Burr
The Spice of Life
Eric Belser
Twilight Avenger
Daniel S. Donnelly
Voice of a Lyre
Paul Sean Flaherty
Winter Weather Woes
Daniel S. Donnelly
Women of the Veil
Daniel S. Donnelly

LIVING JUNGLE™ Events

A Stitch in Time
David W. Baker
Dark Shadow Over Kuamu
David W. Baker
From the Gods of Fire Mountain
Kevin Melka
Into the Valley of Spirits
Dave Gross
Lair of the Headshrinker
Kevin Melka
Plague
Jean Rabe
River of the Laughing Idol
Tom Prusa
The Lost Tribe of Fire Mountain
Daniel S. Donnelly
To Fight for a Tiger's Honor
Doug Smith
Until the End of the World
Dave Gross

WANTED: *Sword and Shield* Book, *Chainmail*, a complete and undamaged *Spell Casters Bible*, modules B10, B11, B12, S14, and a *Players Handbook* from the First Edition AD&D game but it must be from the first printing or the second, call for details 916-991-0434. No collect calls.

MICHIGAN: Looking for gamers in the Battle Creek area. Also looking for any pen pals who love to write. Maya Warren, 9195 M Drive South, Burlington MI 49029-9723.

NEVADA: I am new to Las Vegas and wish to start a new campaign (AD&D or *Traveller*). If you wish to play, let's get together. Please call Steve at 702-436-0456.

FLORIDA: Anyone in Central Florida interested in forming a network club, please contact Michael Popovich, 5570 Datura Street, Cocoa, FL 32927 or by e-mail, cad@digital.net.

WANTED: Help! I need FRE2 *Tantras* (the module) and FR4 *The Magister* in any condition. I can pay 10$ for each. If you want to sell them please quickly write to: Muhammed Dabiri, Iskele Yolu Sok, 14/6, 81070 Suadiye, Istanbul, Turkey.

WANTED: From the 1993 rare card set (#'s 1-60) cards #20, 21, 22 and 24. I am willing to pay good prices for these cards provided they are in mint condition, or will trade any of the following rare cards for the above: #1, 17, 18, 38, 39, 40, 42. Contact Conrad Geist, 1137 E. Gateway Ave., Ft. Morgan, CO 80701-3916.

WANTED: *City System* and *Karu-Tur* boxed sets for the FORGOTTEN REALMS campaign setting. Also modules H1-4, I13, TM4 *Waterdeep Trail Map* and DUNGEON® Adventures #2-4. I'm willing to pay good prices for items in excellent to mint condition. Send price list to Conrad Geist, 1137 E. Gateway Ave., Ft. Morgan, CO 80701-3916.

KANSAS: 12 year old GM seeking players in Shawnee Mission area for AD&D and *Star Wars* games. Please, no GMs or DMs. I use the MYSTARA® setting. AD&D players must be familiar with *Player's Handbook*. Also interested in trading *Magic: the Gathering* cards. Write to: John Smith, 4119 Prairie Lane, Prairie Village, KS 66208 or call at 831-1288.

OREGON: I'm a 20 year old player/DM who has just recently moved to Salem. I'm interested in meeting a mature group of gamers who are 18 or older. I am familiar with the FORGOTTEN REALMS, RAVENLOFT, *Palladium* RPG and *Heroes Unlimited* settings and games. You can contact Ryan at 463-4833.

MAINE: Where is everybody? I'm 26 and looking for fresh blood to a small gaming group. Any ages welcome. We're looking for DMs and players for *Battletech*, AD&D and *Shadowrun*. Are you up to the challenge? For more information write to Scot DuFour at 33 Ridgeland Ave., South Portland, ME 04106 or call 207-799-5606.

LEGENDS, the first and only *Earthdawn* APA is entering its second year and we're looking for new members. If you've got ideas, stories, articles or just an opinion about *Earthdawn* and would like to share your writing with others, send a SASE for more information to: Richard Tomasso, P. O. Box 1672, Merrimack, NH 03054-1672.

TRADING CARDS WANTED: I am looking for anyone interested in trading SPELLFIRE® cards. Especially RAVENLOFT 9, 44, 49, 67 (1st Edition) and Promo Card 2. Who wants to get my spare Promo card 1? Also looking for a pen pal, female or male. Write: Joern Wessels, Im gruenen Winkel 25, 32760 Detmold, Germany.

FOR SALE: Dragon back issues for $5 each plus postage, box of 100 mixed common and uncommon SPELLFIRE cards - guaranteed no duplicates per 100 $5 plus postage. Other stuff available. Please write: James C. Alpeter, Jr., P. O. Box 143, Syracuse, NY 13206-0143. Advance thanks to all who write. Please enclose a business sized SASE so as to receive a reply.

TRADE: Looking for the following SPELLFIRE cards to fill out my own sets and I have many cards for trade in return and will trade for a 1 to 1 basis, rare for rare, etc. All cards are out of 100 RAVENLOFT set: 43, 67, 76(x2), 83, 86, 99. DRAGONLANCE set: 15, 17, 67, 97, 99. FORGOTTEN REALMS set: 10, 69. All cards should be in unplayed condition (nice and stiff). Please write James C. Alpeter, Jr. P. O. Box 143, Syracuse, NY 13206-0143. Advance thanks to all who write.

HAMPTON: Looking for new members for established 1st Edition AD&D game. No DMs. If interested please contact Tom Rainey at 804-838-5195 after 6 PM EST. Also looking to buy D&D and AD&D products in fair or better condition. Send list to: 99 Tidemill Lane, Apt 132, Hampton, VA 23666.

FLORIDA: I am a 28 year old player wishing to join an AD&D 2nd Edition game group, before I die of role-playing deprivation. I've been playing on and off for 13 years. I can play up to once per week (prefer weekends) and can travel anywhere in upper Pinellas County (Ulmerton Rd. to Palm Harbor). I prefer a balanced mix of roll and role-playing. Please, no power games (I've seen some 7th level fighter PCs routinely do more damage than a bullet in a single round), Monty Haul games, or Killer DMs (try playing a 2nd level PC in the RAVENLOFT module *Touch of Death*). Please contact: Bret Coffman at 813-796-0347.

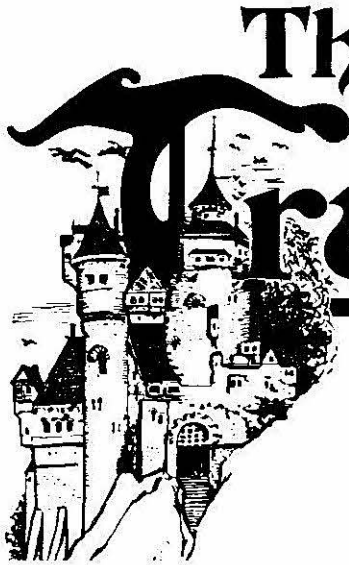
ATTENTION ALL CITY WATCH MEMBERS: I, Justin Kordt, would like to ask all members of the city watch to contact me at Justin Kordt, % Dennis Everett, P.O. Box 5297, Maryville, TN 37902-5297 or e-mail to DenRayEver@aol.com. If I have not contacted you already please send a copy of your certificate with any supporting information.

PENNSYLVANIA: I'm looking to form a gaming group in the Bridgeville (10 minutes from Pittsburgh) area and vicinity to play in the AD&D, DRAGONLANCE, FORGOTTEN REALMS, and RAVENLOFT worlds. Novice or experienced, male or female, all welcome. Please contact Ed Wolf IV, 720 Bowerhill Rd., Bridgeville PA 15017-2406. Or call after 4 PM weekdays 412-221-3806.

ARIZONA: Needed, players and DM for Wednesdays in the Peoria area starting in October for ages 16-19. DM should be experienced. Serious, non-evil PCs only. Starting at level one, FORGOTTEN REALMS preferred but not required. If interested, call Bill Carroll at 972-8992 within 2 weeks of this printing (number will be disconnected).

NEW YORK: Attention members in Rochester, NY and the surrounding area. I need your help to form a network club and bring RPGA Network tournaments to our local conventions. Anyone interested in bringing network events to western New York please contact me. Greg Ferris, 79 Castle Rd., Rochester, NY, 14623. E-mail: G.FERRIS@GENIE.COM.

CALIFORNIA: I am a 16 year old male looking to join or start ad AD&D gaming group or other role-playing games. Looking for group in Mariposa/Merced/Oakhurst area. If interested contact: Daniel Cantarini, 5061 Cole Rd., Mariposa CA 95338.



The Ravens Bluff Trumpeter

Red Wizards Kidnap Lord Mayor

The Red Wizards of Thay staged a daring coup to take over the city when they kidnapped Lord Mayor Charles Oliver O'Kane and replaced him with an impostor. Thankfully, the masquerade was discovered by several of the city's famous adventurers, who put the scoundrel where he belongs. Lord Charles Blacktree IV is also claiming to have seen through the deception, though he does not explain how. "It was instinct," he told Trumpeter reporters. "O'Kane was acting so unlike himself that I could not help noticing. I don't know why everyone else was fooled." When the Lord Mayor impostor sent the army into the hills to fight humanoid tribes, the Field General held back some of the troops. This forced the impostor to act ahead of schedule, city officials speculate, a turn of events which led to his downfall.

In a related story, Lord Calvin Longbottle has been cleared of all corruption charges and has returned to duty. During the time that Lord Mayor was imprisoned, Lord Calvin was convicted of taking bribes and assisting smugglers. The evidence for these charges is now believed to have been planted by Red Wizards or their agents. All citizens who could not believe that Longbottle would act against the city have been proven right, and the Trumpeter stands among those who welcome him back.

For details on these stirring events, play "And the Body Dies" and "A Goodly Apple" at conventions in your area.

Giants and Ogres on the Rise

In the wake of the Red Wizard plot against the Lord Mayor, which involved a number of tribes of gnolls, ogres, and giants, the city is worried that raiding by these monsters will increase in the next few weeks. Humanoid monsters were, many years ago, a major threat to land travel between Ravens Bluff and Procampur. However, soon after Charles O'Kane became Lord Mayor, he organized troops and put down these marauders. Now, with the threat rising again to the south, the army has been sent to patrol the hills and protect the possessions of the city's lords and citizens. They have orders to scatter any large tribal groupings they find, and to destroy as many of the monsters as they can. Lord Blacktree has been put in charge of this operation, as Lord Gaius Varro is recuperating from a recent ambush which he barely survived. Lord Blacktree, who will soon marry Lady Katherine Marie Moorland, promises to make the city and the roads safe for trade and travel.

Adamantite Shortage Worries Smiths

Rumors in the metalsmithing community that adamantite is in short supply are true, according to *Trumpeter* sources. The metal, which is harder than any other known substance, is chiefly used in the maunfacture of armor, but is can also be found in special stone biter arrows, and thieves craft lockpicks from it. *Trumpeter* reporters have discovered that there is no longer any of the precious metal available for purchase in the city. Most was bought up by a few lords and merchants, apparently for stockpiling purposes, and the rest was mysteriously stolen. It is not anticipated that this will have any noticeable effect on the metal trade or the effectiveness and preparedness of the city's military, but several knightly orders have stated that this is a severe blow. "Usually, a high-ranking knight will have special armor made for himself, and that armor usually contains adamantite," said one senior member of the Knights of the Golden Rooster. "It remains to be seen how the order will adapt."

Attention LC players: adamantite is not available for purchase by player characters. PCs who possess items made of adamantite must request permission of Network HQ to keep it and obtain a certificate for it by December 31st, 1995. This will count toward the limit on magical item certificates.

House of Critters Fate to Be Decided

Discount Merlin's House of Critters, the "amusement dungeon" which is supposed to be built on the site of Chemcheaux, has been delayed by zoning problems. DMI, who sponsored several critter-finding expeditions in recent months, denied that any problems arose when the monsters were brought back to the city. "We're powerful sorcerers, and we had everything under control," was the comment of their spokesperson. Several of the monsters broke loose from their confinement, threatening a number of innocent citizens. The City Watch and groups of adventurers quickly brought the situation under control. The Lord Chancellor, Tordon Sureblade, has taken the case into his own hands, and will decide if the structure can be built within a tenday.

Mercenaries Wanted

Good pay offered for combat-intensive work in the south. Leave message at the Sign of the Unicorn Inn. You will be contacted.